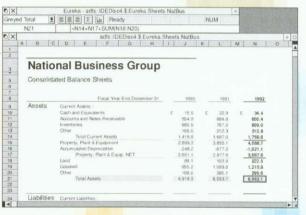
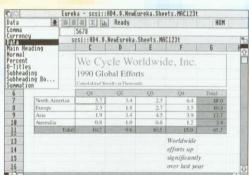




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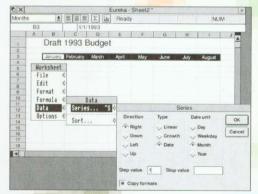


Eureka's advanced DTP-like publishing capabilities encourage you to create the most impressive reports and budgets, making full use of the Acorn Outline Font Manager.



Using the Eureka style editor, you can create and apply all types of on sheet formatting and effects with the click of a mouse button.

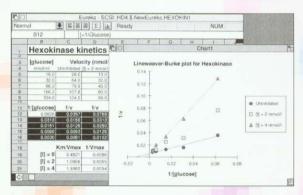
The Data Series
command
allows you to
automatically
create a wide
variety of Time,
Linear and
Growth series.





With over 155 built in functions, Eureka users have all the analytical mathematical power they will ever need, at their fingertips.

PLEWHO USINESS



Eureka offers crisp, accurate business charting in a wide variety of formats.

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,		Multi	ple Re	gressi	on Examp	ole	The com	puted regression e	quation is: y	= 0.0155+	0.2235°x1-
2	Year	% Net Revenues Per Deposit	# Offices	% Profit Margin	Computed Y						
3		(x1)	(x2)	(y)	(by hand)	(by TREND)		Normal	100	500	The same
4	1	3.92%	7,298	0.75%	0.67%	0.67%		The second second	ti2	bt	- 0
5	2	3.61%	6,855	0.71%	0.71%		Physic right	Coefficients	-2.4E-06	0.223549	
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7	4	3.07%	6,506	0.51%	0.67%	0.67%		R'2. SE est	0.833101	0.000594	
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9	6	3.11%	6,402	0.72%	0.71%	0.71%		SSR, SSE	3.87E-05	7.76E-06	
10	7	3.21%	6,368	0.77%	0.74%	0.74%		V	and the same of		
11	8	3.26%	6,340	0.74%	0.76%	0.76%		Transposed (si	hould be id	ientical to	above)
12	9	3,42%	6,349	0.90%	0.79%	0.79%			502	- 10	a
13	10	3.42%	6.352	0.85%	0.79%	0.79%		Coefficients		0.223549	
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15	12	3.58%	6.369	0.70%	0.82%	0.82%		R*2, SE est		0.000594	
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17	14	3,78%	6,872	0.84%	0.79%		Page down	SSR, SSE	3.87E-05	7.76E-06	
18	15	3.82%	6,890	0.79%	0.75%	0.75%					
19	16	3.97%	7,115	0.70%	0.73%	0.73%					
20	17	4.07%	7,327	0.68%	0.70%	0.70%					
21	18	4.25%	7,546	0.72%	0.69%	0.69%					

Eureka's advanced statistical features make it the natural choice for scientific and engineering professionals, as well as financial analysts and business managers.

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3							Budget		
4					Otr1	Otr2	Otr3	Qtr4	Total
5		Personnel	Total		£28,000.00	£29,000.00	£29,000.00	£29,000.00	£115,000.00
6		Travel			£5,000.00	25,000,00	£5,000.00	\$5,000.00	£20,000.00
7			Chemicals	Total	£1,000.00	£1,400.00	£1,500.00	£1,500.00	£5,400.00
8			Glassware		£1,000.00	£1,000.00	\$1,000.00	£1,000.00	£4,000.00
9	NIH	Supplies	Lab Equipment		€2,000,00	00.000,13	\$1,000.00	£1,000.00	£5,000.00
10			Office Supplies		€500.00	£500.00	6500.00	£500.00	\$2,000.00
11			Total		€4,500.00	£3,900.00	£4,000.00	£4,000.00	£16,400.00
12		Large Equipment	Total		£158,500.00	£185,000.00	260,000.00	£37,000.00	£440,500.00
13		Miscellaneous	Total		£2,000.00	\$2,000.00	£2,250.00	£2,500.00	£8,750.00
14		Total			£202,500.00	£228,800.00	£104,250.00	£81,500.00	0617,050.00
15		Personnel	Total		£15,000,00	\$15,000.00	\$15,000.00	£15.000.00	260,000.00
16		Travel			£3,000.00	63,000.00	£3,000.00	£3,000.00	£12,000.00
17			Plastics		£3,000.00	£3,000.00	£3,000.00	£3,000.00	£12,000.00
18	ACS	Supplies	Special Equipm	ent.	\$2,000.00	£1,000,00	21,000.00	21,000.00	25,000.00
19		1.55	Office Supplies		£500.00	£500.00	£500.00	£500.00	£2,000.00
20			Total		65,500.00	€4,500.00	£4,500.00	£4,500.00	£19,000.00
21		Large Equipment	Accelerator		£150,000.00	€0.00	20.00	60.00	£150,000.00
22		Miscellaneous	Total		9890.00	00.0083	E800.00	£800.00	£3,200.00
23		Total			£179,800.00	£27,800.00	£27,800.00	£27,800.00	£263,200.00

Build and maintain budgets with speed and accuracy. Using Eureka's powerful range naming features ensures you can always remember what your formulae mean, even months later!

POWERFUL, RELIABLE AND FULLY-FEATURED

Eureka brings the power and innovative features of the very latest in easy-to-use spreadsheet technology to all RISC OS users.

- Fully integrated charting and graphing, including line, scatter, bar, stacked bar, pie and area.
- Powerful worksheet formatting with styles, including cell shading, cell borders with different colours and weights.
- Picture-style number and text formatting allows full customising of value display.
- Multiple worksheets with file linking.
- Import and export of data: supports DIF, Text, CSV and 123 formats.
- Allows user-defined functions and function macros.
- Linear and multiple regression analysis.

Eureka is priced at £119 + VAT. For any Acorn computer running RISC OS with 2Mb of RAM or more. Proposed publication: October 1992.

Eureka contains over 150 built-in functions:

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Matrix TRANSPOSE Mathematical MDETERM INT SIGN EXP MMULT

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DAYS360 DAY MID REPLACE HOUR MINUTE SUBSTITUTE

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CHAR FIXED IRR MIRR DOLLAR CLEAN CODE CHOOSE LEN LOWER INDEX TRIM UPPER HLOOKUP PROPER VLOOKUP DATEVALUE LOOKUP TIMEVALUE VALUE RIGHT **EXACT LEFT**

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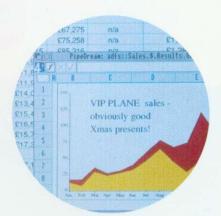
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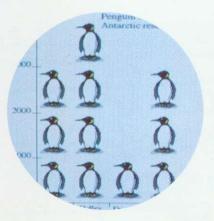
Dear Mrs Cassidy

I would like to thank you and your move to our new premises. As a ahead of schedule and the disrupti to an absolute minimum. If only as simple!

ling out for particul-







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OCTOBER 1992 **ISSUE 123**



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Published by Redwood Publishing, a BBC Enterprises Company, 101 Bayham Street, London NW1 DAG. Tel: 071-331 8000. Fax: 071-331 8001. Bureau setting and ad typesetting by Bold Gray Design, 52 Rosebery Avenue, London, EC1R 4RP. Colour by Trumps Studio, Ware, Herts. Printed by Cradley Print Ltd, West Midlands. Distributed by BBC Frontline, Park House, 117 Park Road, Peterborough. © Redwood Publishing 1992. All rights reserved. Acorn is a registered trademark of Acorn

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THE VISION THING

PUZZLE PAGE

GAME SHOW

LETTERS

A peek at HCCS' price beating colour digitiser

QUESTIONS AND ANSWERS

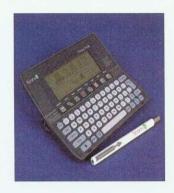
PRODUCED ON THE ARCHIMEDES

All the editorial pages in

BBC Acorn User are produced on a DTP system using Acorn computers, Computer Concepts' Impression 2 with Laser Direct printers and Taxan monitors

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PC Emulator 1.8	Acorn	£85	Saloon Cars Deluxe	Fourth Dim £27
Pendown Pendown Etoile	Longman Longman	£47	- Deluxe Extra Courses	Fourth Dim £16
Pendown Outline Fonts	Longman	£19	Schema	Clares £89
Pendown Plus	Longman	£68	School Administrator Science, drawfiles	Minerva £65 Micro Studio £25
Personal Accounts	Apricote	£29	Score Draw	Clares £45
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PinPoint	Longman	£69	 PMS Dot matrix, Versior PMS PostScript 	n 2 £147 £422
- site licence		£390	ScreenPlay	Widgit £35
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Probietorie Animale, sprites	Fourth Dir		Gardens - each	4mation £15
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	Ace	£15	Sports Day	Selective £22
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on the Archimedes	Sigma	V0 £13	Studio24Plus Version 3, age	
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	Leading Edge	£16
World Wildlife, sprites	Micro Studio	
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WorraCAD	Oak	£83
	Can	200
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Zarch	Superior	£14
Zelanites (not OS 3)	Micro Power	£18

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IdeA'92 Hard Disc)	Acorn/ICS	£599.
A3010 2MB FD Learning	Curve wit	h Monitor
	Acorn	£675•
- as above + JP150 I	Printer	£889•
A3020 2MB FD	Acom	£749•
A3020 2MB HD60	Acom	£899•
A4 2MB FD	Acom	£1395•
A4 4MB HD60 with free	PC Emulat	or 1.8
	Acorn	£1695•
A4 4MB HD80/120	Acom	£POA
A4 Extra Battery Pack	Acom	£50
A4 Shoulder Bag	Acorn	£35
A4000 2MB HD80	Acom	£945•
- as above + Home (Office	£995•
A5000 2MB HD80 Multis	scan Acom	£1395•
- as above + Learnin	g Curve	£1455•
Pocket Book	Acorn	£212•

MEMORY

Fitting extra unless otherwise stated † Fitting easy ‡ Fitting needs expertise

A3000 2 Mb Non-upgradable † IFEL	£55
A3000 2 Mb Upgradable † IFEL	£63
A3000 4 Mb † Atomwide/IFEL	£140
A310 2 Mb Upgradable soldered ‡ IFEI	£99
- as above + MEMC1a	£149
- as above + MEMC1a + fitting	£200
A310 4 Mb soldered + MEMC1a ‡ IFEL	£225
- as above + fitting	£277
- as above + fitting + OS3 carriers	£298
A5000 2-4 Mb Non-upgradable†Atomwid	le £85
A5000 2-4 Mb Upgradable † Atomwide	£109
A5000 2-8 Mb including fitting Atomwide	£500
A5000 4-8 Mb including fitting Atomwide	£391
A540 4 Mb † Atomwide	£238

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- 4 Mb	£579
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A300/400 Fan kit ICS	£15
A310 RISC OS Carrier Board ‡ IFEL	£25
A5000 Fitting Kit for second hard disc	
ICS	£15
Arckey Function KeyStrip Holder ICS	V0 £3
- pack of 4	vo £10
ARM3 ‡ Aleph One	£189
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Dongle Dangle with screw fittings ICS	£6
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386C PC Expansion Card Aleph One



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Floppy Discs, 10 x 31/2" High	Density	£10
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- Archimedes / A5000	Kador	£14
- A3000	Kador	£14
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(for A300/A400 series only	y) ICS	£15

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	Canon/CC	£229•
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Bubble Jet BJC-800 + TurboDriver canon/cc £1499

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	CC	1049
- 250-sheet Paper Cas	sette	£99
Laser Direct HiRes8	CC	£1280
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- A3000 version	Wild Vision	£278
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- for A5000		£490
- for other computers		£589
Image Scanner	lota	£383
- Colour upgrade	lota	£148
- Fast parallel card	lota	£98
- Lighting unit	lota	£91
i-Scan 200	Irlam	£539
i-Scan 400	Irlam	£589
Pineapple Colour Video Digit	iser	
	Pineapple	£195
- A3000 boxed	Pineapple	£230
Prolmage (Epson GT6000)	Irlam	
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- Christmas		£35
- Editor's - Maths		£29
Easiword Plus	Minerva	£55
EasiWriter	Icon	£115
 Dictionaries: Danish / Find German / Italian / Norweg 		
Spanish / Swedish / Wels	h each	
Einstein Elite	Ace Hybrid	£106 £33
EluciData (OCR)	Irlam	£155
- bought with Irlam Scann	ner	
Enter the Realm Equasor	Fourth Dim CC	£21 £38
Ethnic Borders	4mation	£10
E-Type Compendium Euclid	Fourth Dim Ace	£21
Eureka	Longman	£109
ExcellonDrill Express	Silicon Midnight	
	puter Tutorial	£16
Farmer Giles II Com	puter Tutorial	£16
Film-Maker Financial Accountant	Silicon Silicon	£68• £199 £14
Fine Racer		-
Fireball II Xtra First Impression Word	CIS Processing \	£12
First Words and Pictures	Chalksoft	£19
Flexifile Flight Path, age 9+	Minerva Storm	£79 £27
Flight Sim Toolkit	Simis	£31
Flying Start II	Mitre ICS	£86
Fontasy / DrawBender / Place		£25
site licence		280
FontFX - site licence	Data Store	£9
Font Pack - Newhall, Starte		005
each packFont Pack 1 – Paladin, Swis	Acom	£35
Symbol B, Vogue	RISC	£47
Font Pack – Avant Garde, B Pembroke – each pack		£26
Fortran 77 Release 2	Acom	£75
Freddy's Folly (not OS 3) Freddy Teddy	Minerva Topologika	£18
- Balloons / The Zoo	Topologika	£27
 The Playground The Puddle / The Ward 	Topologika robe	£27
	Topologika	
Freddy Teddy's Adventure Fun School 2	Topologika Database	£17
- age -6, age 6-8, age 8+		£15
Fun School 3 - age -5, age 5-7, age 8+	Database	£18
Fun School 4	Database	LIO
- age -5, age 5-7, age 8+	each	£20
Gammaplot	Minerva	
Gate Array Design System Genesis I	Silicon Oak	£114 £40
Genesis II	Oak	£99
Genesis Plus GerberPlot	Oak Silicon	£69 £63•
Giant Killer, age 10+	Topologika	£16
Giant Killer Support Disc Gods	Topologika Krisalis	£14 £19
Good Impression Word	Processing \	/o £27
GraphBox GraphBox Professional	Minerva Minerva	£55 £105
Graphic Writer	Clares	£24
Greetings Graphics, draw/sp		616
Gribbly's Day Out	Micro Studi Coin-Age	£21
GridIT	Widgit	£30
Grievous Bodily 'ARM	Fourth Dim	
Hard Disc Companion relea Hearsay II	ase 2 RISC RISC	£45 £70
History Costume, sprites	Micro Studi	o £16
Holed Out - Compendium	Fourth Dim Fourth Dim	
Home Accounts	Minerva	£34
Hostages HotLink Presenter	Superior Lingenuity	£14 £29
House of Numbers	Chalksoft	£20
Hyperbook Flectronic Librar	Minerva	£8
Hyperbook Electronic Librar (including Reader)	y Longman	£109
Hyperbook Reader	Longman	£47
bix the Viking (not OS 3)	Minerva	£11
I2C SWI bought with Oddule	Baildon	£15
		£5
Illusionist	Clares	£76

Illustrators' Graphics, draw/sp		
	Micro Studio	
Image Animator	lota	£68
Image OCR		POA
Image Outliner	lota	£72
Imagine	Topologika	£39 £125
Impression – A4 version		POA.
- network version	2	£650
- site licence		£545
- extra hardware key for s		£15
- extra manual for sites or		VO £8
Impression Borders	CC	£19
Impression Business Supple		£39
		259
Impression Junio	JI CC I	
- site licence		£435
- extra manual for sites or		V0 £7
Insight	Longman	£68
Instigator	Dabs	£39
Interdictor 2	Clares	3000
Investigator 2 (not OS 3) Le IronLord	eading Edge UBI Soft	£14
	UBI SUII	T14
Jahangir Khan World		
Championship Squash	Krisalis	£19
James Pond	Krisalis	£20
Jet Fighter	Minerva	83
Jiglet	4mation	£25
Jigsaw	4mation	£27
Junior Database	lota	£45
Junior PinPoint	Longman	£23
Karma	Periscope	£21
Kerbang	Eterna	£12
	Chalksoft	£17
Knowledge Organiser	Clares	£42
	mbus / Fau	mt /
Landmarks - Aztecs / Colur		/pt/
Rain Forest / Second Wor Victorians – each		£19•
Last Days of Doom	Longman	THE WAY
Last Ninja	Topologika Superior	£19
Legend of the Lost Temple	Eterna	£19
Lemmings	Krisalis	£19
Letters and Pictures	Chalksoft	£17
Level 4 Fileserver	Acom	£185
LISP	Acom	£145
Little Red Riding Hood, age		
Logistix	Acom	£77
Logo	Longman	£55
LogoPlotter	Longman	£19
Maddingly Hall		£8
Maddingly Hall Mad Professor Mariarti	Minerva	£15
	Krisalis	£45
Magpie Mah-Jong European – The (Longman	STATE OF THE PARTY
Mah-Jong Patience	CIS	£15
Mailshot	Minerva	£27
Manchester United Europe	Krisalis	£19
Manchester United Football		
Maps and Landscapes 1	Chalksoft	£19
Maps and Landscapes 2	Chalksoft	£19
Mark Master	Chalksoft	£67
Master Break	Superior	£14
Masterfile II	RISC	£19
Mazes, drawfiles	Micro Studio	£16
Memory Magic	CIS	£12
Mental Maths	CIS	£15
MicroDrive Golf	CIS	£14
- Extra Courses	CIS	£11
- World Edition	CIS	£23
Micro Trader Accounts	PRES	£199
MiG-29 Superfulcrum	Domark	£29
Military History, sprites	Micro Studio	
Minotaur	Minerva	£8
	Minerva	£8
	Ace	£20
Money Matters	Triple R	£15
Movaword	Chalksoft	£17
	CIS	£16
MultiFS	Arxe	£27
Multistore version II	Minerva	£179
Nature Graphics, draw/sprit	es	
	Micro Studio	£16
Nebulus	Krisalis	£19
Nevryon	Fourth Dim	
Nevryon 2 - Technodream	Fourth Dim	£21

Mature Graphics, draw/sprit	es	
	Micro Studio	£16
Nebulus	Krisalis	£19
Nevryon	Fourth Dim	£16
Nevryon 2 - Technodream	Fourth Dim	£21
Newton	Longman	£18
No Excuses	Arcana	£21
Nominal Ledger	Minerva	£78
Notate	Longman	£49
Note Invaders	Chalksoft	£20
Numbers and Pictures	Chalksoft	£20
Numerator	Longman	£60
Numerator Chaos	Longman	£19
Office Tools	Silicon	£276
Office Tools Ollie Octopus' Sketchpad	Silicon Storm	£276 £14
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Ollie Octopus' Sketchpad	Storm	£14
Ollie Octopus' Sketchpad Order Processing/Invoicing	Storm Minerva	£14 £78
Ollie Octopus' Sketchpad Order Processing/Invoicing Orion	Storm Minerva Minerva	£14 £78 £8
Ollie Octopus' Sketchpad Order Processing/Invoicing Orion Orrery	Storm Minerva Minerva Spacetech	£14 £78 £8 £93
Ollie Octopus' Sketchpad Order Processing/Invoicing Orion Orrery Ovation Overload	Storm Minerva Minerva Spacetech RISC Clares	£14 £78 £8 £93 £85
Ollie Octopus' Sketchpad Order Processing/Invoicing Orion Orrery Ovation Overload Pacmania	Storm Minerva Minerva Spacetech RISC Clares Domark	£14 £78 £8 £93 £85 £13 £16
Ollie Octopus' Sketchpad Order Processing/Invoicing Orion Orrery Ovation Overload Pacmania Padlock	Storm Minerva Minerva Spacetech RISC Clares	£14 £78 £8 £93 £85 £13
Ollie Octopus' Sketchpad Order Processing/Invoicing Orion Orrery Ovation Overload Pacmania Padlock - site licence	Storm Minerva Minerva Spacetech RISC Clares Domark	£14 £78 £8 £93 £85 £13 £16 £10 £30
Ollie Octopus' Sketchpad Order Processing/Invoicing Orion Orrery Ovation Overload Pacmania Padlock	Storm Minerva Minerva Spacetech RISC Clares Domark ICS	£14 £78 £8 £93 £85 £13 £16 £10



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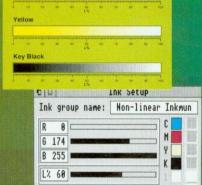
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ACORN LAUNCHES FLEET OF MACHINES

WELL before the BBC Acorn User Show, Acorn has announced the release of three major new Risc OS 3 machines. The Acorn A3010, the Acorn A3020 and the Acorn A4000. These comple-Acorn's ment current machines, the A4, the A3000 and the A540. Also, in a surannouncement prise company has revealed a new link-up with Psion, the first fruit of which is the Acorn Pocket Book.

The machines are based around a new chip from Arm Ltd, the Arm250. The Arm250 is a large chip incorporating the original four chip set, Arm, Vide, IOC and Memc.

The Pocket Book is based around Psion technology, with software written by Computer Concepts that facilitates easy transfer of notes and diaries to a desktop Acorn machine.

Acorn has called the A3010 the family machine and it is designed to be equally appropriate for games or home-based education. It is less deep than the A3000, with distinctive green keys. It also has a high-density 3.5in floppy drive, allowing floppies to be formatted to Risc Os 1.6Mb, or Dos 1.44Mb format.

The basic A3010 can be purchased for £499.95 inc VAT, and for this you get just the machine, with a floppy disc drive, no hard drive, monitor or printer. The lack of monitor is balanced by a TV modulator inside the machine, allowing it to use a normal



The A3010 family machine

television as a display. In keeping with the games-oriented image the machine will undoubtedly hold, there are two joystick ports on the rear of the machine, and a socket for connection to stereo headphones or a hi-fi. There is also a monitor connection, a serial port for communications and, in keeping with the rest of the range, a bidirectional parallel port. Hard drives and extra memory are optional.

The 2Mb A3020 is the machine Acorn has aimed squarely at the education market. It has the option of net-

working facilities (both Econet and Ethernet), which it swaps for the joystick ports of the A3010. Both machines are in the same case (the A3020 has red keys, however), and both have the option of expansion in the form of a mini podule, like that of the existing A3000.

The more business-like A4000 is essentially an A3020 in a slimline box, with separate PC-style keyboard, monitor and 80Mb hard disc as standard. This machine is aimed at business but is also likely to appeal to many secondary schools.

The new machines form the basis of Acorn 'solutions.' The Family Solution incorporates an A3010 with no hard drive, Minerva's *Easiword* word processor and 1Mb of memory. The A3010 Learning Curve package also includes the *PC Emulator* and *Genesis* applications.

The A4000 Home Office pack includes *EasiWriter 2*, Icon Technology's professional word processor and *Desktop Database*.

 At the press launch of the new machines, Acorn stated that it was a changed company, with new direction.

The launch will be boosted by adverts in the national press, a TV campaign, and the stocking of Acorn machines in most high street electrical stores, including Dixons, John Lewis and Argos. The machines will also be seen in leading home catalogues.

Bob Coates, Acorn's business development manager, said: 'everybody who wants a machine around Christmas time will have heard of, and be thinking of Acorn.'



The new Arm250

SHARE PRICES SOAR

SIX MONTHS ago, who would have predicted that Acorn's share price would rise from 6p to more than 40p on the unlisted securities market?

The price has hovered around 28p since July but, during August, it shot up over a third, past Amstrad's share price to a new high of 41.5p.

This gives Acorn a share value of £28 million, compared with £4 million at the beginning of the year.

Oddly enough, a speculative story in a computer trade weekly that Acorn was about to be sold by Olivetti failed to affect Acorn's share price. Acorn themselves categorically denied the story.

Understandably, there is now considerable optimism on the Acorn scene and for the first time in several years the company could see some excellent financial results later on in the year.

RISC UPGRADES READY

RISC OS 3 upgrades are now available to all Risc OS computer users, including A300 and A400 series owners.

The basic Risc OS 3.10 upgrade pack includes a set of replacement Roms and manuals and is list-priced at £89 inc VAT. However, a special £49 inc VAT price will be maintained until the middle of next year. A5000 owners can receive just the new Roms for £19 inc VAT.

Risc OS 3 level improvements include the option of 3D window borders, 12 outline fonts in held in Rom, key enhanced Acorn applications like *Edit*, *Paint* and *Draw* in Rom, faster graphics, background disc and printing operations and iconised windows.

Risc OS 3 is compatible with all levels of Arm processor fitted to Archimedes models, and will be available from most Acorn suppliers.



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An *ideA'92* A3000 Internal Hard Disc Upgrade from ICS will fit neatly inside a brand new Acorn A3010 computer. Other makes won't.

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	60 Mb	£349
	80 Mb	£449
A300/400/500 31/2" Internal Upgrade	40 Mb	£210
	80 Mb	£275
	100 Mb	£305
	200 Mb	£499

It took us some time to understand IDE, but then we started two years ago. If you've had problems • with products from less experienced suppliers we'll do our best to help you pick up the pieces. We don't advertise what we can't supply. All the above are available as this goes to press.

340 Mb

Prices are for complete upgrade kits and exclude VAT. Carriage is free on UK prepaid orders. External options are also available. Not all interfaces yet include all of the *ideA'92* features – please check.

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CUMANA CUTS PRODUCT PRICES

CUMANA has reduced the price of its A3000 1Mb Ram upgrade from £50, excluding VAT and delivery, to just £29.95 inclusive. Cumana claims its slimline four-layer design offers lower RFI interference and easier fitting.

RFI interference suppression has also been improved in Cumana CD-Rom drives. According to Cumana, this has meant a 50 percent improvement in the data transfer. The performance improvement is experienced because less data is corrupted, so less error



Cumana's CXX436 CD-Rom array: down by one-quarter

correction is required. The company has also knocked



Cumana's 1Mb memory upgrade: half-price

£500 off the price of its sixunit CXX436 CD-Rom array. The 25 percent cut brings the price of the Cumana array down to £1,495, excluding VAT. The CXX436 is designed for use as a multiple CD-Rom server for networks and is compatible with Acorn, RM and PC installations. Contact Cumana on (0483) 503121.

NETWORK STANDARD

THE word has been out about Acorn's Universal Networking (AUN) environment for several months but now, at last, it has been officially launched.

AUN solves the problem of common access to the two main networking standards available to Acorn users: Acorn's proprietary Econet standard which has been around since Acorn's earliest days; and the much more powerful. though expensive, Ethernet standard, which is commonly used on other computer platforms as well.

AUN provides a common Risc OS operating environment for both Ethernet and Econet and an AUN set-up can consist of a number of separate Econet and Ethernet networks, linked up by an Ethernet backbone. Risc OS computers can then operate as gateways as well as local file servers.

A new release of Acorn's Level 4 file server software has been introduced with AUN mind. Acorn's O'Riordan said: 'AUN protects the existing user investments due to its compatibility with existing networks and its future proofing for tomorrow.' AUN product packs,

which include the new Level 4 software, are priced from £399, excluding VAT.

 Acorn is not the only company to have launched an Ethernet-based enhancement for Acorn networks. Oak Solutions' ClassNet system is remarkably similar to AUN.

ClassNet can usefully link both Econet and Ethernet networks and offer gateway access to fileservers from both sides. Oak Solutions points out that ClassNet enables full integration of existing Econet systems with the Ethernet-based systems.

Oak says that an Ethernetequipped ClassNet system with a Level 4 file server can load applications at speeds equivalent to hard discs, of the order of 600Kbps. Oak also claims its system can optimise performance by separating local activities out and preventing them from saturating the whole network.

The similarities between ClassNet and AUN are very clear - a direct comparison will be interesting. For further details and a free poster explaining more about Class-Net, contact Oak Solutions on (0274) 620423.

NET SPEED

DIGITAL Services, perhaps best known for its Squirrel database package, is launching a new Econet application that, the company claims, enables files to be loaded from an Econet workstation at the speed of a local hard disc.

Digital Services describes the as-yet-unnamed application as 'a real breakthrough in Econet technology which will reduce the frustration of slow load times for network users everywhere.' Ten-station starter packs will cost £200, reducing to £100 for further packs. Digital Services is on (0705) 210600.

ATOM DISC

A NEW software house called Arachne is developing a molecular modelling package aimed at the education market.

The Dorset-based company is offering a demonstration disc to potential customers for £5, which will be discounted off an eventual purchase. The package will be priced at £50.

For further details contact Jim Cameron at Arachne. Orchard Cottage, East Morden, Wareham, Dorset, BH20 7DL.

NEWS IN BRIEF

 Ian Copestake Ltd (ICS) has made a public statement to correct technical inaccuracies in a Cumana leaflet which could lead people to think that IDE hard drives might overload a BBC A3000's power supply. We understand that Cumana has now corrected the error.

'ICS has been selling IDE hard discs for Acorn computers for almost two years. The internal option has been an exceptionally reliable product and we would like to reassure our present and future customers that they need have no worries about its safety,' says ICS.

- First and FirstJr, the statistics packages available from South Wirral-based Serious Statistical Software, are to be Risc Os enhanced at last, which means they will multitask for the first time. First and FirstJr are claimed to be the most advanced statistical systems available for the Archimedes. For more information, phone SSS on 051-327 4268.
- Wild Vision has announced a Mkli version of its Hawk V9 colour digitiser card. The new card now offers a real-time digitised display with near TV-quality. The secret is in a hardware-based real-time dithering system which massages the image pixels into a smoother picture.

A product of Wild Vision's recent tie-up with Computer Concepts, the V9 MkII has benefitted from the latter's programmable gate array technology as used in LaserDirect and Scanlight cards. Secondly, despite the extra features, the card has been reduced in size to a single-width podule.

A competitive price is also promised - hopefully, to be revealed at the BAU show. Wild Vision is also hinting that a special version of the new card will be supplied specifically for the DTP market. Wild Vision can be contacted on 081-519 1455.

The Magpie multimedia package now allows users to incorporate Replay sequences into their presentations. BAU will be putting this theory into practice in next month's issue and the result can be seen at the BAU show. For more Magpie details, contact Longman Logotron on (0223) 425558.

NEWS IN BRIEF

• The considerable interest in Acorn from the crucial highstreet multiples that has been rejuvenated by the launch of the new A3010 'games' machine, has not apparently gone unnoticed at Commodore.

Just a few weeks prior to the A3010 launch, Commodore announced it was reducing the price of its latest entry-level computer, the Amiga 600, by £100 to just £299. The Amiga is considerably underpowered compared to the A3010 - it only has a 7.4MHz 16-bit 68000 processor compared to the A3010's 12MHz 32-bit Risc

However, the Amiga's considerable games base and sheer affordability at its new price may place a question mark over Acorn's pricing of the A3010. Acorn points out, however, that the A3010 represents remarkable value as the only Risc-based computer for under £500. Nobody was available at Acorn to comment on Commodore's move.

 Derby-based junior and special needs education software developers Honormead Software Solutions have been appointed Acorn dealers.

Honormead's Dawn Alldread told BAU that the new arrangement will mean her firm can offer better facilities for offering software and hardware solutions to customers as well as training. Honormead can be contacted on (0332) 512848.

 A group of Archimedes computers survived the IRA bombing of the City of London earlier this year. The set of six Archimedes A400 series machines still functioned while the building around them was destroyed in the blast.

The six computers, owned by Telekurs Ltd, are used in two groups of three, with each group decoding satellite signals, and checking it against the data received by the other. When the bomb went off, one group failed a consistency check, but the other took over. Thirty seconds later, the first set had recovered, and assumed control.

The system as a whole did not fail during the blast. Apparently, pieces of glass were found embedded in the monitor cases after the event.

ACORN CONTINUES WITH THE A3000

ACORN'S market development manager, Bob Coates, has denied that the older Acorn entry-level Arc, the A3000, has been discontinued. now that the new A3010 and A3020 models have arrived. Neither will the A3000 get a price cut.

Coates equates the A3000's continued existence with the continuing demand for the now venerable BBC Master 128 computer, first introduced back in 1985. 'We still sell several thousand Masters a vear,' he said, and added that he believed there would be sustained residual demand for the A3000, despite its slower speed and lack of a 1.6Mb floppy drive.

He also denied rumours that the top of the range A540 would be discontinued. There had been speculation that the A540, which doesn't have a



Rumours of the A3000's death are much exaggerated

quad-density floppy drive like its newer siblings, was too expensive to make, since it uses the old A300 and A400series case.

Apparently, batches of both the A540 and the A3000 will be built for as long as there is a demand. Coates did, however, confirm that production of the

A400/1 Archimedes model ended some time ago.

• The A5000 has at long last been granted a more realistically sized hard drive as standard. Out goes the 40Mb version, to be replaced by an 80Mb unit.

A full-specification version of the A5000, with 4Mb Ram as standard, and a 120Mb drive, has also been added to the range. For networking applications, there are two new A5000 models fitted with Econet or Ethernet adapters but without hard discs.

The A5000 2Mb HD80 is priced at £1399 ex VAT, the A5000 4Mb HD120 at £1599 ex VAT, while the hard diskless A5000 NS (Econet) costs £1299 ex VAT and the A5000 NS (Ethernet) is priced at £1399 ex VAT. The A5000 Learning Curve bundle costs £1445.96 ex VAT.



A5000 gets the hard drive it deserves

BUDGET LASER PRINTER

A NEW low-cost, high specification, direct drive laser printer has been added to the Calligraph range.

Based on the Qume Crystal-Print Express engine, the new 600-12 model is also claimed to be the fastest direct driver laser available yet for Risc Os computers. Paper throughput is rated at 12 pages per minute and normal resolution is 600dpi, with a maximum of 1200dpi horizontally.

The new printer benefits from recent software improvements to Calligraph's control software - for example, the choice of paper bin is now selectable from the Risc Os

desktop. Networking connectivity software is offered as a £69 option. The 600-12 printer is priced £1399 ex VAT, with a £100 discount to education customers. For further details, contact Calligraph on (0223) 461143.



Calligraph 600-12: fastest yet

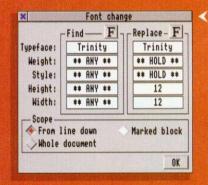
OVERLAY OFFER

IIBIT Education Products Ltd. which manufacturers the A3 Oldham Overlay Keyboard, has combined with Northwest Semerc to discount the latter's overlay software in an offer which appears to save purchasers more than the actual purchase price of the £120 keyboard itself.

BBC Micro owners are being offered discounts of up to £148 on selected overlay programs and Archimedes users can save up to £68. Users of both will save £216 in all. For more details, contact iibit on 081-540 2333.

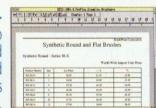
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LABEL PRINTING on any kind of RISC OS supported printer.



MASTER PAGES

(single or double) and chapters, for creating headers and footers.



ALSO INCLUDES an outstanding new DICT ONARY with over 65,000 words and check-as-youtype facility; MAILMERGE with !Mail, a custom name and address database; FLEXIBLE PRINTING CONTROL with automatic booklet printing; CONTINUOUS SCROLLING DOCUMENTS so you don't have to turn pages; VISUAL RULER CONTROL with ruler copy and move; and all the other features which made PenDown easily the top selling word processor for schools.

Pen Down

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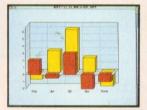
VR Offer, RISC User, 117 Hatfield Rd., St. Albans, Herts, AL1 4JS

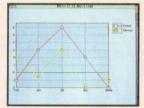


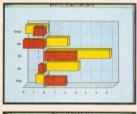
ChartWell Version 1.1

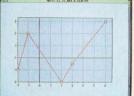
A sophisticated Graph and Chart Package which now offers new features.

Full handling of negative values in bar charts (both vertical and horizontal), line graphs and scatter graphs. Where negative values are used, the user will be able to choose whether axis labelling appears on the axis itself or at the left and/or bottom edges of the graph display. Bar charts using negative values will have the option of a solid or transparent 'zero platform' for 3D displays.









More flexible handling of data limits, allowing the user to configure ChartWell for handling more data points than the current fixed limit. Users will now be able to allocate as much of the available memory in their system as they wish for this purpose.

A number of improvements to positioning of labels, titles and values have been incorporated to avoid potential clashes and overlaps which occurred in some circumstances.

Chartwell and manual Price £29.95 Inc + £2 p&p Code PCHWa Version 1.1 of ChartWell is available free of charge to existing users (send the original disc and a SAE marked ChartWell Upgrade).

DeskEdit Version 1.20

is a release following a number of glowing reviews in the computer press ... and offers even more features for text editing and word processing tasks, Basic and C source editing.





DeskEdit

is the ultimate all-purpose editor for the Archimedes, with special features for plain text, Basic and C

Edit your Basic programs on the desktop and test them inter-actively with a single A new single key save-and-run feature in Basic mode permits virtually instantaneous testing of programs and applications as you edit

The improved procedure and function browser now lets you browse in both directions

In text mode, wordwrap control is improved, while in C mode syntax checking is extended, and a special Search option lets you search for function definitions.

Other new features are: • dynamic date insertion · Left and Right Justify · bracket matching · Align Columns and • the Char Info option.

...offers much to the user... a good deal of thought has evidently gone into its

... a worthwhile upgrade from Edit Acorn User development...

...replete with well thought out and flexible features... very attractive... remarkably inexpensive for what it offers... should prove Archimedes World very popular.

...a wonderful piece of software... deserves to be on everyone's icon bar...

DeskEdit + 48 p.e manual + a function keystrip Price £24.95 inc + £2 p&p Code PEDTb

Existing users may upgrade to V. 1.20 by sending their original disc, together with £2.00 and SAE marked DeskEdit Upgrade 1.2.

SHAREHOLDER UPDATE

SILICON Vision has enhanced its package for everyone who holds shares. ShareHolder Professional release 3.0 is an enhanced version of the graphical package for monitoring share price data.

Share price sources can be Ceefax, Oracle, Prestel or other viewdata systems. The system can show trends, retail price indices and general market price extensions and more. The program makes full use of the Risc Os desktop. Share-Holder Plus costs £275 inc VAT and carriage. Existing users can upgrade for £75 or

£125 depending on the original version owned.

Silicon has also revised SolidTOOLS, now at release Additional facilities include the ability to use all monitor Acorn types, improved image quality from the ray tracing tool and integration with the 24-bit world. The price of SolidTOOLS 5.0 is £275 inc VAT. Returning your two original SolidTOOLS discs means the upgrade will cost £175 inc VAT.

For further details on both packages, contact Silicon Vision on 081-427 5169.



SolidTOOLS offers improved ray tracing

SUPPORT FOR IT

ACORN in Education Centres (AECs) are to be set up by Acorn in conjunction with Education IT Support Centres. The aim of the new centres is to offer specialist IT support to schools using Acorn products.

With AECs, help and advice should be conveniently to hand as it will be available locally. The service should take some pressure off dealers, leaving them to concentrate on their work on installing and servicing equipment.

Acorn hopes teachers will visit the new centres to find examples of Acorn's latest products from multimedia and networking to peripherals and software.

Commenting on the initia-Acorn's managing director said: 'We are aware that merely providing the computer hardware is not sufficient. It is for this reason that we have defined, as part of our mission, that we will work in partnership with others whose expertise is vital in creating the complete environment for effective use of IT in schools.'

For more on Acorn's new policy, see page 26.

ACORN ROADSHOWS

You might be able to see the new Acorn machines locally if you happen to be near one of the various World of Acorn Roadshows happening between September and December. Dates and venues are:

SEPTEMBER

Sat 12-Sun 13 National Motorcycle Museum, near Birmingham Guildhall, Portsmouth Sun 20 **Ipswich Moat House** Sat 26 Savoy Hotel, Blackpool Sun 27 Hotel Smokies Park, Oldham

OCTOBER

Last Drop Village Hotel, Bolton Moat House, Sheffield Fri 9-Sat 10 Bell Royal School, Jersey Sat 10 Britannia Adelphi Hotel, Liverpool Beeches Hotel, Rotherham Sat 24 **Swindon TBA** Sun 25 Ye Old Bell Hotel, Slough Sat 31 **Moat House Nottingham**

NOVEMBER

Sun 1 North Stafford Hotel, Stoke on Abbey Park Resort Hotel, York Swallow Hotel, Northampton Hospitality Inn, Middlesborough Sun 15 Royal Hotel, Hull Sat 28 Aston Court Hotel, Derby Forte Crest, South Mimms December Sat 5 The Old Ship Hotel, Brighton Scandik Crown Hotel, Gatwick Sat 12 Novotel, Bradford

For more information, contact Acorn's consumer marketing coordinator on (0223) 245200.

Leicester Moat House

Sun 13

SHOWING SOME SPECIAL THINGS

ACORN computers, software and peripherals will star at the Micros for Special Needs exhibition which takes place at the Oueen Elizabeth Hall. London, on 13 to 15 October.

The event showcases computer equipment and software for people, both young and older, who have difficulty in using standard 'out of the box' systems. For some exhibitors, it will be a busy week, as BAU's own show starts the day after the Special Needs show finishes.

Here are a few of the familiar Acorn names exhibiting in Oldham; Lindis International will be there to show the TouchWindow pressure-sensitive touchscreen. Silica Software Systems will be showing its easy-to-use Flare Risc Os art package.

Longman Logotron's wide range of software titles will

exhibited. National Special Needs Software Unit, which became a limited company back in April, will be at the event to show its Concept Keyboard compatible releases. These include Touch Explorers, Curriculum Kaleidoscope Packs, the Archimedes Big Text Window and scenario designer tools for language development.

Brilliant Computing will be showing a new range of software which uses sound and graphics, plus alternative control devices to the conventional keyboard, to motivate special needs users.

The Scottish Council for Educational Technology (SCET) will, hopefully, be previewing its new disc based Special Educational Needs Database (SEND) for the Archimedes. Showing Gestalt

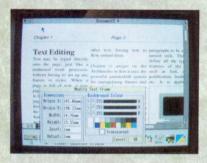
2, a new numeracy skills package for Risc Os, will be Basing Educational Software. The firm's software is recommended by the British Dyslexia Association - which also has a stand at the show.

Penny & Giles Computer Products will be showing a variety of computer input and control devices for people with problems. motor control highlight Another will include a special computer called ORAC developed by Lancaster University. This box of tricks has both human voice and synthetic speech facilities and is designed for helping people with speech impairments who also cannot use a keyboard.

The Micros for Special Needs Exhibition looks like it will be well attended and well worth a visit for anyone involved in this area.











Ovation 1.30

Announcing a major new release of the highly acclaimed desktop publisher

Ovation is the easy-to-use desktop publisher



used on thousands of sites in education and business across the country. Now, in response to customer feedback, it has been

enhanced with many new features, setting even higher standards of quality and value.

Ovation is packed with professional features, yet remains easy-to-learn and instinctive to use. It provides a complete solution for all document generation; from simple single page letters to entire books with diagrams and scanned images.

For the users convenience, Ovation is NOT copy protected.

Upgrade to version 1.30

Upgrade to version 1.30 for just £5 + VAT + £1 carriage (£6.88 inclusive). Please return your original program disc to the address below. A site licence upgrade is available costing £15 (£18.63 inclusive).

New features include

- ☐ Mail merge—Ovation documents may be merged with CSV files generated by databases and other applications
- Pamphlet printing—scaled and rotated printout for printing booklets with correctly ordered pages
- ☐ Rotated pictures—draw files may be rotated to any angle (also Sprites if you have RISC OS 3.0)
- ☐ 1st Word Plus import—1st Word Plus files may be imported with style information directly into Ovation
- ☐ Thesaurus hotlink—automatic transfer of words between Ovation and latest Desktop Thesaurus (version 1.10)
- ☐ Draft printing—fast draft printing via RISC OS printer drivers
- ☐ System font—easy-to-read non antialiased system font in four weights (medium, bold, italic and bold italic)
- ☐ RISC OS 3.00 compatibility—rotated text in Draw files, 256 grey-level sprites and the desktop boot facility

TypeStudio

The flexible text effects package

TypeStudio is a complete text manipulation package ideal for producing professional quality adverts, posters, banners, logos, letterheads etc.

Drawing tools allow lines and curves to be drawn to create almost any shape, along



which text can be flowed. Pairs of lines may be linked to create shapes into which text and Draw files may be moulded.

A range of special effects are available, including: shadow, slant, 3D and mirror.

- · Flow text along straight and curved paths
- · Mould text and Draw files to shapes
- · Wall floor and graduated shadows
- 3-D, mirror, slant and plinth effects
- Save in internal and Draw file format
- Print using RISC OS printer drivers
- Grid and zoom facilities
- Copy, rotate and magnify
- Import Draw files as moulds

The package includes 7 fonts and a 64-page user guide containing many worked examples.

'Of the three (packages), TypeStudio is the most comprehensive. All the tools you are likely to need are included and there is no need to use any other application with it.' ACORN USER May 92

Desktop Thesaurus

New, bigger thesaurus with hotlink to Ovation

Desktop Thesaurus now contains over



13,750 keywords and nearly 135,000 synonyms. It is ideal for developing language skills in the office, in school or at home.

Ideal for use with Ovation, Impression, Pipedream, Edit, 1st Word Plus and other desktop publishers and word processors.

- Synonyms are grouped by noun, verb etc.
- Single click to browse through synonyms
- Data compressed to save disc space
- Chosen synonyms may be transferred instantly to other applications

Upgrade to version 1.10

Upgrade to version 1.10 for just £2 + VAT + £1 carriage (£3.35 inclusive). Please return your original disc to the address below.

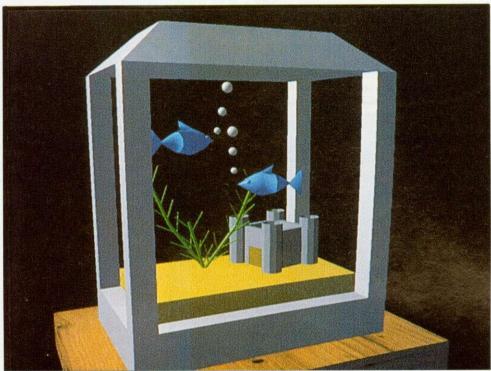
"...works both speedily and painlessly. This one is recommended." ARCHIMEDES WORLD Jul 92



GRAPHICS



THANKS FOR ALL THE FISH



Watching fish swim around an aquarium is said to be an excellent method of relaxation and you can even get 'simulated aquarium videos. However, BBC Acorn User can go one stage further, with completely stationary fish you don't even have to move your eyes with this month's picture from Jon Veck. Pisces was created using Clares' Illusionist package and tidied up using Longman Logotron's Revelation 2. Why not try your hand at computer art? A £15 prize goes to any picture published on the Graphics Page. Please include details of how you created the picture and any other relevant information. Send your entries to the usual address.

MAKING THE SHADE

Arxe's PowerShade, the Risc OS ray tracer based on Ray-Shade, is nearly complete and may appear at the BAU show.

At present, PowerShade requires script files to describe scenes for ray-tracing, but a full 3D editor is to be included, with an application to convert existing Euclid files into PowerShade script files.

Compared to other ray-tracing programs for the Arc, PowerShade runs incredibly fast and can produce a full Mode 28 (800×600) picture in about two hours.

A scene in PowerShade can be frozen at any point during rendering and stored to disc, and at a later date resumed. Being a true Risc OS program, Powershade will happily operate in the background, allowing other applications to multitask alongside it.

PowerShade shares many of RayShade's features including, texture and bump-mapping. The former allows you to take a sprite and wrap it around any object or project it onto any surface. Bump-mapping lets surfaces have ripples rather than being completely smooth, which works particularly well for water effects.

As well as producing pictures in any 256 colour mode, PowerShade can generate full 24-bit colour images using the standard RGB file format found in other Archimedes graphics applications. These files can then be displayed via a suitable graphics card such as PCATS or StateMachine's G8 graphics accelerator.

PowerShade is expected to retail at £100. It will include a number of utilities and some example files. Two manuals are also included.

For more details, contact Arxe Systems Ltd on 081-534

NEW CARD

StateMachine is a new company set up by ex-Computer Concepts hardware designer, Chris Honey, to design and develop innovative products for Acorn 32-bit computers.

The company's first product will be the G8 graphics accelerator, which can select any 256 colours out of a palette of

16.7 million.

TV studio graphics can be generated with support for CCIR (768x576 PAL Interlaced Standard) in 256 colours.

Two versions of the G8 will be available. The standard G8 at about £249+VAT, supporting resolutions of up to 1024×768, while the G8+, at £299 +VAT, will provide modes up to 1280×1024. A number of other new Risc OS modes are provided, including a 256-colour version of Mode 31.

For further details, contact StateMachine on (0582)484266.

NEWS IN BRIEF

 After months of tweaking, ArtWorks, the much-talkedabout graphic design package from Computer Concepts, is ready for release. Although the original version shown at last year's BBC Acorn User show contained most of the planned features, there has been considerable refining of the user interface.

The finished version will now include a number of new features, such as layers and blending. Much work has gone into the 'look and feel' of the program to ensure that the final release is as close to perfection as possible.

 Acorn has hinted at 24-bit colour graphics for the next generation of Acorn machines. According to rumours circulating at a recent Australian convention, Acorn is currently working on and developing the new technology.

Twelve months is expected as the minimum 'gestation period' so don't expect anything until the end of 1993.

• The increasing popularity of desktop publishing on the Archimedes has led to the establishment of a number of specialist print bureaux that cater for those who require professional output of their documents.

By using a bureau, anyone can produce full colour documents from their Archimedes. All that's needed is a colour Postscript file which can be generated using the Risc OS Postscript printer driver. This file can then be used directly by a bureau.

Most bureaus cater more for the PC market, so the file should be transferred onto a PC format disc. This can be done usingArxe's MultiFS, for example, or directly using Risc OS 3.

Arch Images are a new print bureau specialising in the Archimedes. They can be contacted on (0733) 375424.

 Any graphics news, views or comments are welcome. Please write to The Graphics Page, BBC Acorn User, Redwood Publishing, 101 Bayham Street, London NW1 OAG.



DARCWORLD IN THE SPOTLIGHT

DarcWorld IES has been online for a couple of years, and is run by Tom Crossland in Oxford. Although it runs on a PC using the Finnish SuperBBS software, Darc-World has a good range of message and file areas of interest to Acorn users.

As well as having a full Acorn Support Area, it features a number of special interest groups, ranging from computing and communications, through science and gaming, to sound and music. Each has further sub-divisions, many of which connect to FidoNet echomail conferences. The Gaming area offers multiuser online games, such as Chess and Global War, which can be carried on, both online and from call to call.

The file download areas draw from about 100Mb of

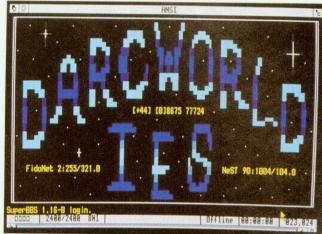
The InterNet is a vast interna-

tional network of computers

CALLING THE WORLD

material, and they cover comms reference texts, language source code, ANSI, JPEG and other image formats, and a full range of programs of all kinds: games, utilities and business, for the Archimedes and eight-bit Acorn machines. PC, Amiga, and Atari.

DarcWorld IES (08675) 77724 for 24 hours a day, at speeds from V21 to V32bis 8-N-1, and is on FidoNet as 2:255/321.0.



Welcome to Darcworld

HERE, FIDO

reach their destination, where the process is repeated by the To get started you will need

used by educational, commercial and other users for sharing and spreading information. There are an enormous number of excellent free and shareware programs in publicly accessible archives on the Internet, as well as access to all the Usenet newsgroups - (about 3,600 conferences covering everything from Acorn computers to Frank Zappa) and worldwide realtime access to about half a million computer sites. For instance, you can get free access to the NASA Extragalactic database, download files from McGill fileserver in Canada and play a multi-user dungeon game in Texas.

Connecting to InterNet isn't like logging onto a BBS with a modem. Instead it uses a protocol called TCP/IP, which transfers characters in packets around the network. You type commands at your computer and they are dispatched onto the network as packets with the name of the 'target' computer on them. The packets are passed from node to node around the world, until they

remote computer to send a response back to you.

some comms software which supports TCP/IP. Archimedes owners availing themselves of this service can use a PD program called KA9Q written by Phil Karn (a packet radio enthusiast), ported to the Archimedes by Jonathan Naylor. The PC version of KA90 does work under the PC Emulator on an Arc, albeit rather slowly. You will also need access to an Internet gateway like that recently introduced by Demon Systems.

The cost of the Demon Internet Services subscription is £38.19, including £22.50 joining fee and VAT. For this you get electronic mail to anywhere in the world, a full UserNet news feed and access to thousands of computers around the world. For further information contact:

Demon Systems Limited 42 Hendon Lane Finchley London N3 1TT Tel: 081-349 0063

To send and receive messages over FidoNet, a BBS node needs to establish connection with a source of message distribution - called a 'Hub' system. A FidoNet Hub BBS system has the responsibility, under the Host, for distributing messages to individual nodes.

When a BBS becomes a full FidoNet node, it guarantees to be available to the Hub for calls during the time allocated FidoNet for message exchanges. Even though 'National Mail Hour' is 02.30 - 03.30 in the UK, dedicating a phone line for the BBS may not at first be possible. The alternative is to become a 'Point' BBS, communicating only with your 'Boss' BBS - a full node. FidoNet recommends a prospective BBS becomes a Point first.

Netmail and Echomail for the Point are held by its Boss, and the Point dials in at a convenient time to access them. Sysops can often offer a 'Point Kit' - PD software and/or a FidoNet mailer needed to run a Point off a full node plus a 'Point Number' based on the Boss's node number.

NEWS IN BRIEF

• The Power House, run in Chester by Edward Hobson, has extended its support to V32bis. courtesy of a Miracom Everest **Dual Standard Modem now** installed on the new second line. The new Everest Modem also restores V23 to the range of available speeds.

The Power House numbers are: (0829) 782676: 300-14400 HST, V42bis, MNP5 no V23

(0829) 782667: 300-14400 HST, V32bis, V42bis, MNP5

- Bob Voisey, pioneer of Arc bulletin boards and sysop of The Noah Conferencing System and its earlier incarnation, Noah BBS, has announced he is closing down TNCS and leaving the world of dial-up comms. We are very sorry to see him go. Noah BBS was one of the earliest Arcrun BBSs, and Bob helped enormously in the development of Hugo Fiennes' ARCbbs software. We wish him well in his next field of activity.
- Last chance to call up Health-Data in its present form -ViewData-only V23 (1200/75) on 081 986 4360. Over 400 health topics are covered by online and downloadable text files, and HealthData also features a news section. Chris Dobbing has been running the system on two trusty BBCs since 1985. Later this year he is upgrading Healthdata to a scrolling service running ARCbbs software on an Arc.
- Free Tickets! BAU has donated ten of its show tickets, worth £5 each, to Arcade BBS and they can be won in a simple on-line competition. Old and new users are invited to log on and enter. Send your answers on-line to the sysops - please do not send them in to the magazine. The ten winners will be drawn from a hat containing all the correct answers received by 9 October 1992, which will be announced on Arcade. The numbers to call are shown below. Non-winners can still buy tickets by phoning Safesell on (0737) 814713.

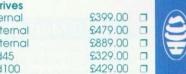
Qu bili

 Contact me with any news or information at: David Dade, BBC Acorn User, 101 Bayham Street, London NW1 0AG

. or by modem on Arcade BBS: User #2 on 081-654 2212 or 081-655 4412

Quality Reliability Performance Quali Performance Qualit A3000 **Hard Disc Drives** 45Mb External 100Mb External 200Mb External HardCard45 HardCard100 30Mb IDE Internal with User Port £199.00 **Memory Upgrades** 1Mb RAM 1Mb Expandable 2Mb to 4Mb for above 4Mb RAM Interface Products (Internal) Econet Serial Upgrade User/Analogue Podule **User Port** TV-Modulator Podule Second Drive Interface Get Control Pack Mono Vision Digitiser Colour Vision Digitiser Interface Products (External) Podule Case Mono Vision Digitiser Colour Vision Digitiser A300/A400/A5000 **Hard Disc Drives** 45Mb External 100Mb External 200Mb External 45Mb Internal 100Mb Internal 200Mb Internal **Memory Upgrades** 1Mb RAM for A400 2Mb RAM for A5000 Interface Products (Internal) *Second Drive Interface Econet Mono Archimedes Vision Colour Archimedes Vision Book (no VAT) Please send a free HCCS **Product Guide** SUBTOTAL £ V.A.T. (17.5%) £ TOTAL £ PRODUCT GUIDE POST CODE VISA or ACCESS WELCOME **EXPIRY DATE** Please photocopy this order form if desired all good Dealers HCCS ASSOCIATES LIMITED, All prices excluding VAT. 575-583 DURHAM ROAD, LOW FELL, GATESHEAD, Postage and Packaging free. TYNE AND WEAR. NE9 5JJ. Tel: (091) 4870760 Fax: (091) 4910431 E&OE





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€49.00 £129.00 £149.00

£35.00 £19.00 €44.00 £33.00 £39.00 £24,00 €69.00 \$49.00

£79.00 £15.00 €62.00 €92.00

£399.00 £479.00 £889.00 £289.00 £369.00

£779.00 €45.00 £89.00

€24.00 £35.00 £49.00 £79.00 *Not for use with A5000 or A300

Control On The Archimedes' £9.95

HCCS products available from





omplete Upgrade Solution



A310 Memory A3000 Memory A4 Trackerball

Four layer printed circuit boards
 Free MEMC1a with 4Mb upgrade
 Courier collection & fitting included

2nd Mb - £99 4th Mb - £199 2nd to 4th Mb upgrade - £99 Uses only eight RAM devices
 User upgradeable from 1 to 4 Mb
 Four layer printed circuit board
 Low power consumption

 Available without RAM devices
 Special BBC Acorn User Show Offer Please phone for prices - Complete mouse replacement - Plugs into existing mouse socket

No extra software required
 Ideal for 'portable' use

Genius Hi-Point trackerball - £49

A5000 Memory & Drives

Increases A5000 memory to 4Mb
 Upgradeable and non upgradeable versions
 4Mb to 8Mb price includes installation
 High quality, four layer circuit board
 A5000 4Mb RAM non-expandable - 589

A5000 4Mb RAM non-expandable - \$89 A5000 4Mb RAM - \$110 4Mb to 8Mb RAM - \$399 2nd 100Mb IDE Drive - \$245

Aleph One 386 PC podule

- Provides full compatibility with PC software

- 10 to 20 times speed increase over emulator

Single width podule suitable for all machines
 Multi-tasks in RISC OS window

- Upgradeable with floating point coprocessor

386 podule with 1Mb RAM - £495 with 4Mb RAM - £575

Syquest removable disc systems

Including one cartridge, drive unit and all cables
 42Mb removable cartridges

- High-flow fan fitted for improved cooling

Atomwide Syquest drive unit - £389
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SCSI Hard discs

Including drive, metalwork and all cables
 Fast 16ms access with 64K cache
 Phone for prices on IDE drives and interface cards
 Available as internal or external units

105Mb internal - £299 200Mb internal - £599 425Mb internal - £949 External units add - £65 Oak 16 bit card - £99 Morley 16 bit card - £135

Ethernet Products

A4 pocket adapter

- Full Ethernet (IEEE 802.3) conformity

- Supports 'thin' wire cable

- Fully compatible with AUN

A4 pocket adapter - £199

A400/A5000 series Ethernet podule

- Full Ethernet (IEEE 802.3) conformity

- Fully compatible with AUN

10base2 (thin wire) - £149

10base2 + 10base5 (thick & thin wire) - £175

A3000 internal Ethernet podule

- Full Ethernet (IEEE 802.3) conformity

- Supports 'thin' wire cable

- Fully compatible with AUN

A3000 Ethernet podule - £149

Acorn Machines

A3010

- 1Mb expandable to 2Mb
 1600K floppy drive
 - Built in TV modulator

A3020

- 2Mb expandable to 4mb -1600K floppy drive
 - Built in TV modulator

A4000

- 1mb expandable to 4mb
 - 1600K floppy drive
 - Three box design

A5000

- ARM 3 processor
 12MHz memory
- 1600K floppy drive

All new machines contain RISC OS 3 and the new ARM250 processor. Please phone for full details and prices for the new range of machines.



- All products are cross-compatible
- Combination deals available on all products
- Dealer enquiries welcome
- Phone for full details on all products

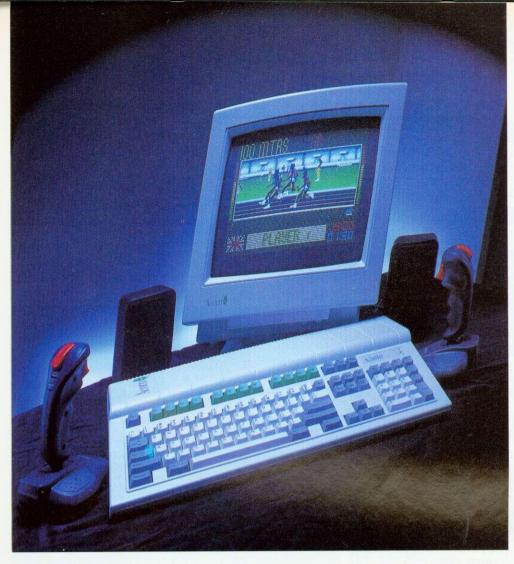
All prices exclude VAT at 17.5% but include delivery



ATOMWIDE

23 The Greenway Orpington Kent BR5 2AY Tel 0689 838852 Fax 0689 896088





Four new machines! Three separate markets. Graham Bell looks at Acorn's all-encompassing launch

he A3000 is dead. Long live the A3000. Except that the old A3000 itself isn't quite dead yet. And the new one - is it a real king or just the old emperor in new clothes?

Such was the wide appeal of the A3000, that Acorn has revamped it into not just one, but three separate machines. each aimed at a specific segment of the computer-buying public. This is a very new approach for Acorn, and it is even planning a TV advertising campaign for one of the range, the A3010.

The A3010 is Acorn's family machine, or what is known to the rest of us as the games machine. It is something more than a console but is aimed at many of the same people who currently buy Amigas.

By contrast, the A3020 is a product to satisfy Acorn's traditional buyers in primary and middle school education.

And the third machine, the A4000, is tailored to the needs of small business and the more experienced end of the home computer market. Acorn have given it the title 'home office'.

All in all, Acorn has completed its cycle of product

AN ACORN FOR EVERYONE

renewal in less than a year: the PC-style technology of the A5000 has been passed on to a new range of micros that will effectively replace the aging A3000. Then there is, of course, a fourth machine, the Acorn Pocket Book.

NEW A3000 SERIES

Outwardly, the A3010 and A3020 manage to look remarkably different from each other and from their predecessor: smaller, rounded, less fussy than the A3000. They look considerably smaller, although in fact the depth of the machine has only been reduced by a few centimetres. The case itself is a light plastic moulding, but the machines feel extremely heavy for their size. While the A3020 retains the established BBC and A3000 colouring of a cream case, with mainly grey keys and the function keys in red, the A3010 is a bit of a novelty: the case is a lightish grey, with the function keys in a distinctive green. Certainly, this will help to differentiate the models.

Apart from colour, most of the external features of the two machines are identical. The keyboard is the usual Acorn style - light and a little flabby, without a positive key click though it does have real springs like an A5000, not the

tiny rubbery gaiters of earlier Archimedes keyboards or the membrane affair of the A3000.

To the right-hand side. there's a 3.5in high-density floppy disc drive, which can read all Risc OS disc formats up to 1.6Mb, as well as PC formats up to 1.4Mb. To the left, a single small hole gives access to the reset switch you need something pointed to press it.

Around the back is the main array of connectors. Both machines have the mouse, stereo headphone, monitor, parallel and serial port connectors that you would expect: all are compatible with their A5000 equivalents. But the

machines differ, in that in addition to its monitor connector, the A3010 also has a TV port, in keeping with its games machine image. And there are two joystick ports, to which you can connect Atari-style joysticks. You can connect the PAL TV output directly to the aerial socket of the family television, rather than using a monitor. Though the display quality will always be better on a dedicated monitor, tuning your television to channel 36 should give an acceptable picture on a modern television. However, it wasn't possible to test this out for the review.

The A3020 lacks these game-oriented items: it is monitor-only, though of course you can connect up anything from a standard monitor to a PC-style VGA monitor or even a multisync: the only difference is that you get a different selection of screen modes available. And in place of the two joystick ports, the A3020 has a single nine-pin D port that is a new style of network connection. Acorn intends that this will be used for your choice of Econet or Ethernet: the same connector is used, but you fit a different interface card inside the computer. The A3010 cannot be connected to a network in this way.

THE FAMILY MACHINE

The A3010 is Acorn's first foray into the mass market with what looks like an out-and-out games machine. Joystick ports, a TV modulator and a strict limit on expansion (2Mb of Ram and no hard disc) means that this machine isn't really suitable for most of Acorn's existing market. However, it must be viewed as a 'games machine plus' - it really isn't competing with the Nintendo and Sega consoles whose champions Mario and Sonic will battle at Christmas this year.

There are two A3010 bundles - the Family Solution and the established Learning Curve package. Each contains the A3010 itself, the Easiword 2 word processor and a single game (currently the Olympics tie-in Quest for Gold, but slated for a change before Christmas). The Family Solution is a bare-bones package, which is intended for use with the family television, whereas the Learning Curve comes with a monitor and 2Mb of memory already fitted, and also the PC Emulator software.

It remains to be seen whether the 'games machine plus' market still exists. Although the Family Solution bundle looks better value than has been available before in the Archimedes range, a retail price of £499 is certainly still not rock bottom. An Amiga A500 or A500 Plus, after some recent price cuts, now comes in at £299. And for a family that's new to computing, and who originally went to Dixons looking for a bargain

games console for £150, it means tripling their budget. Of course, there are some unique advantages the performance, the graphics, the sound, Risc OS itself, and some fine application software. But it seems likely that the new range will continue to sell only to the more knowledgeable, sophisticated and educationally concerned parents.



Inside the case, the reason for the weight is immediately apparent: sheet metal shielding covers almost everything. Two cutouts in the shields give access to the bay at the rear for fitting a podule and to the front (under the keyboard) for adding memory upgrades, without dismantling the whole lot. But it does come apart, to reveal an impressively bare circuit board.

On the board, there is remarkably little. To the left is the power supply: there is a captive main lead but sadly no switched mains output for powering a monitor. In the centre of the board is the

Arm250 chip that powers the whole new A3000 series. And to the right is the floppy disc drive. Under the floppy disc is a space for a 2.5in IDE hard disc, and a 60Mb Conner drive is an option on the A3020.

On the A3010, the space remains unused. Under the keyboard at the front of the machine is the Ram array, 1Mb in the A3010 and 2Mb in the A3020. And next to this is the single speaker: although it's a little muffled by the keyboard, the sound is less tinny than on the A3000.

All the new machines come with Risc OS 3, version 3.1 as used in the A4 portable. And Acorn is also releasing this as an upgrade for existing Archimedes owners, including A5000 machines that have version 3.0.

The Risc OS 3 Roms contain not just the operating system, but also: several of the core applications including Draw, Paint, Edit and Alarm; the font manager and Trinity, Homerton and Corpus outline fonts; and a number of commonly-used modules like the shared C Library (CLib) and the floating point maths package (FPEmulator).

Keeping all of these in Rom means that they do not take up any of that valuable Ram space, and in turn this means

THE HOME OFFICE



able platforms for business use. In spirit, at least, the same regulations are just as applicable to school computers, at least in cases where individuals are expected to work at the keyboard regularly for more than a couple of hours a day.

machine.

The A4000 will make an excellent business machine, particularly in a network with a few A5000 machines doing the more demanding jobs.



THE EDUCATION MACHINE

With the A3000 the most popular new computer for schools, any potential replacement has to be a carefully assembled package that retains substantially all the features of the old machine.

The A3020 is unashamedly an education machine - right down to the established cream and red livery. So what do you gain? First, performance - the A3020 is some 50 per cent faster than the old machine, making the new machine fly even in high-resolution screen modes. You gain a highdensity floppy disc drive, plus the option of an internal IDE hard disc without compromising the internal mini-podule expansion. You gain a choice of network standard - Econet or Ethernet - also without taking up your mini-podule space. You gain an extra megabyte of memory as standard, ensuring that even the basic machine is fully capable of multitasking two or more substantial applications. You gain a serial port which was an option on the A3000. You gain Risc OS 3, which while remaining true to its predecessor, is certainly a step forward. And you gain on price too.

On this scale, losses are minor but significant. You lose some of the potential for expansion, as there is no external podule bus. And you lose the opportunity for a mid-life speed boost - some A3000 owners have added Arm3 chips to their machines, but it just isn't possible to uprate the Arm 250 like this. And you don't get the games-oriented features of the A3010 - the TV modulator and joystick ports, but do get the option of networking the machines to Econet or Ethernet.

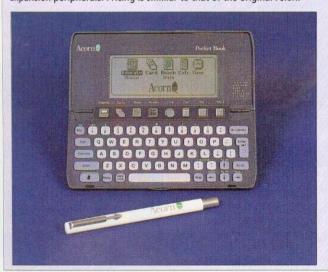
For the majority of schools, these objections are hardly serious, and with the A3020, primary and middle school needs are clearly well met. High schools, however, may be looking for something with a little more beef: a jumbo-sized hard disc, the ability to run a direct-drive laser printer perhaps, or a choice of video and scanner add-ons. The expansion potential of the A3020 is limited to the single internal mini-podule -

though if you fitted a SCSI card, then you could cover most needs. But a second factor is that a more business-like appearance and a separate keyboard are highly desirable with older school students, and so the A4000 and A5000 are probably more suitable.



POCKET POWER

As far as we know, Acorn is the first company to secure a badged version of the Series 3 from Psion. Acorn's logo isn't the only change to the Pocket Book over the Series 3 original. The file transfer system, developed by Computer Concepts for Acorn, makes the Pocket Book's files appear as the contents of an ordinary looking file directory on the Risc Os desktop. Files can be manipulated in the normal way by mouse selection, dragging and dropping. Other built in applications include an word processor, database, spreadsheet, calculator and an alarm. The Pocket Book has 256K Ram as standard and shares all the Series 3's expansion peripherals. Pricing is similiar to that of the original Psion.



that even a 1Mb machine is fully capable of multi-tasking - for example, you can run applications like Impression, Draw and Paint together which was not a possibility on the original A3000.

The A4000 is the third component and it really is 'just' an A3020 in an A5000-style box, intended to bridge the gap between the two ranges.

THE A4000

The strengths and weaknesses of the A4000 mirror those of the A3020: Arm250; 2Mb of memory, upgradable to 4Mb; an optional internal hard disc; a single expansion card. It's important to note that it still takes A3000-style podules, not the full-size affairs that fit A5000s. The sole difference inside is that the hard disc is a 3.5in 80Mb IDE unit, not the 2.5in discs that fit the A3020.

Acorn is also planning to bundle software and a monitor with the A4000 - the Home Office package includes the machine and a monitor, plus Easiwriter version two (not Easiword as in the A3010 bundles), Iota's Desktop Database software and the latest version of the PC Emulator. This is intended for the more computer-literate family.

The A4000's obvious competition is the A5000, but a similarly specified machine tots up to about £500 more. For this premium, you get the higher performance of a 25MHz Arm3 processor, the chance to add the floatingpoint accelerator chip when this becomes available, and much greater expansion potential - four podule slots rather than the single mini-podule of the A4000. You can fit a second floppy or hard drive inside the A5000 without trouble. But for all but the most demanding and technical of home users, the A4000 provides all that's necessary particularly if the mini-podule you select is a SCSI interface.

The basic A4000 works out at only £50 or so more than the A3020 itself - that is certainly money well-spent. Given this, and its obvious good looks, the A4000 could turn out to be the star of the range.

PRODUCT DETAILS

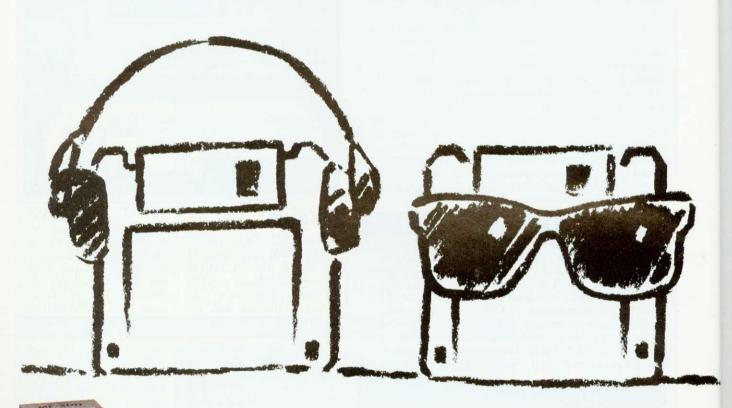
A3010 Family Solution (1Mb Ram, Easiword, one game): £499. A3010 Learning Curve (2Mb, Genesis collection, parental guide, PC Soft):

A3020 basic system (2Mb Ram, 1 floppy plus Acorn CGA monitor): £880.08. With 60Mb hard disc: £1056.33

A4000 Home Office system (2Mb Ram, 80Mb hard disc, Acorn CGA monitor plus Easiwriter and Desktop Database): £1173.83. Without software: £1115.08

Acorn Pocket Book: 249.95.

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ZOOMING IN

Graham Bell lifts the lid on Acorn's new technology

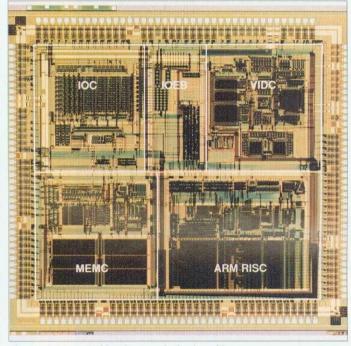
corn's new micros are all developments of its well-established and technology. proven However, they do differ from their predecessors in a number of ways. Most significantly, all three new machines are based around a new chip from Arm Ltd known as Arm250.

The Arm250 is most simply described as 'an Archimedes on a single chip'. It contains all of the workings of an Arm2 Risc processor chip, as used in original 1987-vintage Archimedes A310, and in the A3000, plus the three other main chips in the Arc chipset -Vide, Meme and IOC.

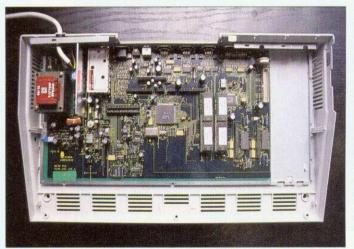
All four remain essentially unchanged, but are integrated into a single giant chip. In fact some of Acorn's pre-production A3010 machines contained carrier boards fitted out with separate Arm, Vidc, Memc and IOC chips, rather than 'real' Arm250s. The only substantial difference from the Arm3 is that the Arm250 is fabricated using slightly larger scale integration, although the basic 1 micron technology is the same. This means that because the components are closer together, the clock speed of the system can be ramped up a bit.

This means the Arm250 is still a fairly conservative design. It lacks the read cache that boosts the performance of Arm3. It runs at only 12MHz, and none of Arm Ltd's most recent improvements from the Arm6 family - full 32-bit addressing and a write buffer for example - have been incorporated into the chip.

The Arm250 is carefully tailored for the needs of the new A30X0 range and no more. It exemplifies Arm Ltd's 'pic 'n' mix' approach to chip design: using several standard building blocks, a processor core and whatever 'off the shelf' cache, memory management or other units are



The Arm250 is an Archimedes on a single giant chip



The chip count on the new machines is much reduced

needed to assemble a chip that meets the needs of the system. In many ways this turns computer design on its head computers used to be assembled around a processor, but here the processor is designed to fit inside the computer.

Aside from the Arm250, the new machines contain only six other significant chips - two of these make up the complement of 1 or 2Mb of Ram in the front right-hand corner (see picture above), and another two are the Risc OS 3 Roms.

The Ram in the new machines has an 80ns access time, in comparison to the 125ns access time chips in the A3000. And this means that the memory system can be run at 12MHz rather than the 8MHz of the A3000 - which, in theory, gives an immediate 50 percent speed boost.

The remaining two chips are an Intel keyboard controller and a Chips and Technologies 82C711 PC-World chip. The latter looks after the parallel port, serial port, the clock and Cmos Ram, the floppy disc drive and the IDE hard disc. It's the same chip used in the A4 portable and a slightly updated version of the 710 used in the original A5000.

Using the 711 means that both the parallel port and the serial port are fully PC-compatible, so the parallel port is two-way. That means that you could use the parallel port to connect up items like scanners, with the appropriate software. and some manufacturers are already doing parallel port versions of their add-ons.

Also on the main board are connectors for Ram expansion - whatever you have can be doubled - and for the expansion card. This is exactly the same as the mini-podule connector in the A3000, and almost all existing expansion cards will work in the A3010 and A3020. The compatible range includes both A3000 SCSI cards and cards containing a tiny hard disc drive. This is the only way to add an internal hard disc to the A3010, as the IDE connector used on the A3020 is missing. You can easily fit an existing ICS Idea drive, but Beebug's current hardcard is slightly too big to fit within the metal shielding. No doubt this small problem will soon be remedied.

Along the rear of the circuit board is where the two models differ most. The A3010 has its TV modulator and joystick ports, and the A3020 has a connector for a network card. There are two new designs of card, one of which is for Econet and one for Ethernet, but only one network card can be fitted. The final difference is that the A3020 has an IDE connector so an internal hard disc can be fitted.

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	MORLEY ELECTRONICS LITE	
	SCSIFS Auto-Configuration Software (c) Morley Electronics Ltd 1992	
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The SCSI configuration software

Connec	ted Devices	Connected	SCSI Pevi	ces	
10	Type	Capacity	Vendor	Product	Revision
8	Direct access	101 Mbytes	RODIME	R03898T	4.27
1	Direct access	42 Mbytes	SyQuest	\$0555	FGJ
2	Direct access	28 Mbytes	INSITE	I325UM *F	8385
3	Direct access	101 Mbytes	RODINE	R03888T	4.27
4	Read-only	Unknown	TOSHIBA	CD-ROM XM-3301TA	1651
5					
6	Scanner	Unknown	UMAX	UG88	V2.1
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We designed our interface and engineered our software, to be fully compliant with ANSI standard X3,131-1986. This is the definitive standard by which all SCSI hardware and software must be measured. So if you are thinking of buying a SCSI setup ask whether it meets the above criteria. You will probably find very few manufacturers who will give you a straight answer.

The interface card can be used on any RISC-OS based machine fitted with a standard expansion slot. This means that when you upgrade your machine your SCSI setup can go with you.

Our installation software makes setting up your system a piece of cake. Instead of messing around with *commands once your interface card and device are connected you simply run a single piece of software, give a quick Ctrl-Reset and off you go. We also include one or two rather useful utilities which give detailed information about the devices attached to your system and the speed at which they operate, together with a very comprehensive manual.

It all adds up to a complete system that has the future built into it. You can buy our interface and devices either directly from ourselves or ask for it by name from any good Acorn dealer.

Minimum system requirements

- ☐ Acorn ARM based computer
- Acorn RISC OS 2 or 3
- ☐ 1MB RAM
- ☐ Standard Acorn expansion slot

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ALL CHANGE

Acorn have reorganised their education plans, with new advice centres and special dealers. Peter Talbot explains the thinking behind the change

nyone who works in education these days is only too familiar with the new jargon words, like re-structuring and reorganisation. Everything in education seems to be changing, not least the old LEAs and IT centres and so it is only fitting that Acorn should follow suit with a re-structure all of their own.

In the week that the White Paper for education was announced, Peter Talbot, the face behind Acorn's education marketing, spoke of how Acorn is responding to the current climate.

'Before we had to deal with thirty to forty LEAs,' he said. 'Now, as a result of government changes, we have to deal with thousands of individual schools. Rather than reach the hearts and minds of a few key people, we have to convince individual head teachers and teachers within each school.'

One of the ways that Acorn hope to achieve this is by setting up a new initiative called Acorn Education Centres (AECs). These are to be based within existing independent IT centres, but will be authorised by Acorn to provide certain services.

THE NEW CENTRES

By setting up AECs, Acorn aim to provide the centres wth a constant flow of information and support. Schools will be able to use the centres to try out Acorn-based software and hardware. The AECs will also be able to provide an advisory service within the centre or via a telephone helpline.

But in addition to the strong links with Acorn, many IT centres see the scheme as a way to cushion their trip into independence.

'Increasingly, existing IT centres will need to be selffinancing,' said Peter. 'Some have already had the umbilical

EDUCATION DEALERS

The newly accredited education dealers are expected to offer a range of services that Acorn hope will portray the machines in a positive and helpful light. Terry Sherwood is General Manager at Acorn and is central to the recent dealership changes.

'The needs of educational customers are changing changing rapidly', Terry told us. 'As a result Acorn has imposed a set of criteria and a dealer must conform to these if they are to achieve accreditation from Acorn. We want to ensure that the paying customer not only receives an excellent product but gets excellent service as well.'

So what are these new criteria and how will they effect the Acorn customer? Among the things that Terry listed as intrinsic to the education dealer were a full selection of products.

'A range of third party products including peripherals and software: this will ensure that the enduser has access to all those other good things that can surround an Acorn computer.'

He has also laid down new guidelines for the staff: 'A dealer's staff will have skills in networking to provide advice and consultancy. They will also be able to give customer training and support as an authorised network dealer.'

And aftersales support is a key factor. 'Each education dealer must provide telephone support, aftersales service, including the stocking of spare parts along with the ability to repair.'

Another point that will appeal to education is that the dealers will be expected to fly the Acorn flag by organising events and exhibitions.

'Acorn believes that the changes it is making to distribution will ensure that an Acorn customer is well looked after before, during and after the sale. Acorn dealers should reflect the excellence of the product.'



The new Watford Electronics building in Luton – shiny and impressive on the outside, but before it could qualify as an education dealer it also needed to have a wide selection of software, trained staff, networking abilities and an organised programme of local Acorn events

cord to the LEA cut and the White Paper will speed up this process.

'There was a sense of isolation at being cut off from the LEAs. The key thing for many IT centres is to be part of a community and our AEC

scheme offers them the chance to join a network of like-minded collegues.'

The AECs will not be directly funded by Acorn, and so the partnership will be one of good will and co-operation rather than a formalised con-

tract. As more centres become self-financing they will need to charge for services, but the way that AECs operate is down to each particular centre. 'Payment may be a fee for services, or it might be a subscription, depending on which

A SERIES OF CASE STUDIES WHICH REFLECT THE USE OF IT IN SCHOOLS AND INDUSTRY Enterprise & Education

NEW AEC CENTRES

The lynch pin of Acorn's new educational plans are the AECs, or Acorn Education Centres. The AECs are based within existing IT centres who have greeted the plans enthusiatically.

When the AECs were officially announced on August 27, twenty IT centres were accepted onto the scheme. Mike Smith, who runs an existing IT centre at Sandwell was at the launch and and gave us his reaction to the scheme.

'After more than ten years in IT support, I am keen to see this initiative succeed. In many areas, teachers have become used to good quality support and the AEC scheme will help set a minimum standard. This will include the provision of drop-in and telephone help, training facilities, display area and access to demonstration equipment.

Of course, many centres already aspire to this - and indeed offer much more. But I see two particular benefits from the new arrangement. First, it defines a group of centres into which Acorn can concentrate their support. This will also, hopefully, apply to software houses and third-party hardware suppliers. All of this means that schools should get a better quality service.

Another benefit of the scheme is less obvious but, in the longer term, likely to be just as significant. Until now, IT support has been free. Those days are coming to an end. Services are delegated to schools and so are the bills. The cost has always been there, of course, but in the past schools did not need to think too much about them. By subscribing to an AEC they will get a assured level of service and will also be able to perceive the value of that service.

IT support is labour-intensive. The cost of employing an advisory teacher plus overheads is, at a minimum, £30,000 pa and usually more. Sensibly they cannot spend more than three days out of five working in school which means that £200 per day is the minimum cost of advisory teacher support. Similar calculations can be produced to illustrate the cost of providing other aspects of IT support; none of it comes cheap. So will schools pay? I think they will, provided they know that they are receiving good

value for money. Local centres make sure that they provide that quality, but they also need to ease schools into thinking about the value and cost of a quality service.

The Government has made it clear that it wants local services taken out of the hands of the LEAs. Where opting-out passes the 75 percent threshold set by the White Paper, this is unavoidable. Even where an LEA, through delegation, retains control of its schools, local services will increasingly be provided at arm's length.

Local IT centres have welcomed the announcement of the Acorn in Education Centres initiative as a welltimed and necessary development. As LMS bites, (the Local Management of Schools) and the position of LEAs is threatened by the White Paper proposals, many centre leaders see the AEC as a means of helping to secure the long-term future of local IT support.

This is not to imply that Acorn is putting money into centres. It isn't. However, the company will be actively promoting the centres, and intends to provide them with the level of information and advice that will allow them to offer a quality service to schools.

Survival in this environment is more than selfinterest. IT in schools has been a major success story. A crucial factor in this success has been the availability of expert and friendly advice, support and training at a local level where needs are best understood. It's in everyone's interest, not least the pupils, to see that this continues.'

Mike Smith is head of the Educational and Microtechnology unit at Sandwell. The unit already offers a range of services to the education community and to highlight some of the IT work in their local area, the centre have produced the leaflet shown above. You can purchase a copy by writing to The Educational and Microtechnology Unit, Sandwell Educational Development Centre, Popes Lane, Oldbury, West Midlands, B69 4PJ. Tel: (021) 544 2001.

The centre was recently approved as an AEC and will be offering telephone support, training and an advisory service. They also specialise in networking solutions, techinical support and repairs.

way the centre wishes to operate,' said Peter Talbot.

The kind of services an AEC provides will also vary from centre to centre.

'Take networking. Schools need an educational understanding of networks before they get the practical implementation: how it fits into the curriculum, how it would benefit a particular school and so on. This is what the AEC can provide.

'Some AECs will also have the expertise to install the system. Others may prefer to leave that to the dealers.'

And this is where the second part of the campaign comes in.

EDUCATION DEALERS

Acorn plan to have a new tier of dealers known as education dealers. They will be chosen from exisiting dealerships and need to adhere to a detailed set of guidelines.

When schools attend an AEC for advice, they will often be referred to one of the education dealers to obtain the suitable product. And by havapproved education dealers, Acorn also hope to combat the issue of resourcing.

'Eighty percent of our business is achieved by 20 percent of our dealers,' Acorn told us. 'So it makes sense to target our energies into those dealers. The education dealers will be closer to us and will benefit from our resources.

To find out where your local AEC or education dealer is situated, contact Acorn computers, (0223) 245200.



Peter Talbot: 'Rather than reach the hearts and minds of a few key people, we have to convince individual head teachers and teachers within each school'

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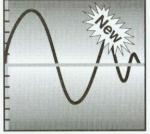
9 - Dinosaurs

QuickSound

QuickSound allows you to load, play, convert & resave existing sound samples. Armadeus, Tracker, raw data and Sound Synth samples are supported. Samples can also be converted into modules for use with the RISCOS sound system, Maestro,

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is not available on any other sound package). Special effects which can be applied to samples include Reverse, Echo, Max Vol, alter replay rate and resample at other frequencies. On screen VU meter is also featured. QuickSound is a perfect compliment to the Oak Sound Recorder.



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!MegaUtils provides a window organiser, key short-cuts to open/close filer windows, set copy and wipe options, set filetypes, quick loading of basic programs, caret flasher, selection of mouse speed, automatic opening of applications, mouse hider, caret grabbing QuickMode Select modes with ease

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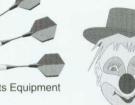


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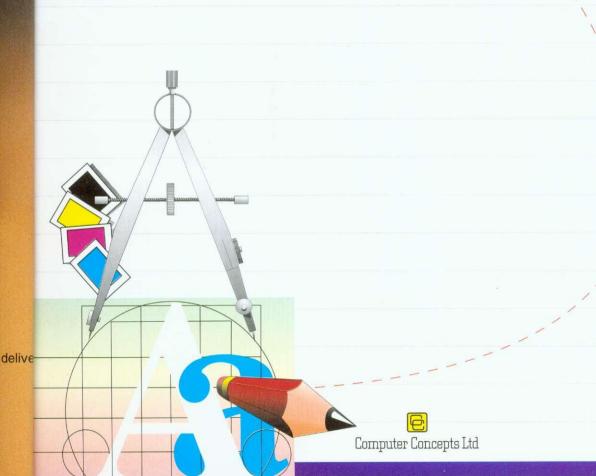


THE

GRAPHICS ILLUSTRATION PROGRAM

FOR THE ARCHIMEDES





rtWorks is an entirely new program designed specifically for the Archimedes range, that

Archimedes range, that takes this computer into the competitive world of graphic design. An object orientated graphic illustration program, ArtWorks is intended to compete with the leading products on other machines -

CorelDraw, Adobe Illustrator and Aldus Freehand.



The RISC technology of the Archimedes is ideally suited to applications where good graphics, and screen update speed are important. Comparisons indicate that on a A540, A5000 computer (or any machine with an ARM3), ArtWorks can redraw complex illustrations five or more times faster than either a Mac Ilci or the fastest 486 based PC.

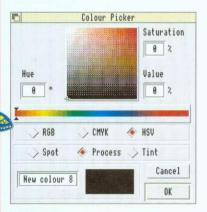
Speed and productivity

Speed of screen redraw and ease of use are paramount when it comes to making illustration programs productive, and a great deal of design effort has gone into this area. Based on feedback we have had from users working with prototype versions, we have succeeded in making the program faster and easier to use than other leading illustration programs. This means that is not only more fun to use, but it's also more productive, which means more time and money saved.



24-bit colour

ArtWorks uses a 24-bit colour representation throughout for all objects and offers three colour models for setting or selecting colours (RGB, HSV or CMYK) and three types of colour full 24 bit process colour, spot colour and colour tints.



▲ Illustration shows the HSV colour selector dialogue box

Comprehensive colour separation facilities are included with full support for spot colour and full, four colour, process separations. Under-colour removal and colour overprint control provide the professionals with the control needed to ensure the best possible reproduction.

ArtWorks uses advanced dithering to give the best possible on-screen representation when being used in 16 and 256 colour screen modes. Using a special palette in conjunction with the dithering even allows full spectrum colour work in 16 colour screen modes. The colour dithering works under RISC OS 2 and 3 and is more accurate than that available under the new RISC OS 3 operating system.

Anti-aliasing

To our knowledge ArtWorks is the only object orientated drawing program on any machine to offer real-time on screen anti-aliasing. This technique is used by Acorn's outline font system to enhance the screen image and remove screen 'jaggies'. This results in an apparent increase in screen resolution to more than double the actual screen resolution, and surprisingly this even works to good effect in 16 colour screen modes.





The advantages of anti-aliased fonts are well known to Archimedes owners, providing a more accurate and realistic display of the font. The same advantages apply to the anti-aliased drawings displayed in ArtWorks.

The info bar displays information

about the current tool settings and usually allows exact numeric values to

providing exact numeric feedback as you drag.

ArtWorks therefore provides the best of both worlds - freeform, by eye, operations or precise numerically exact operations, making ArtWorks ideal for both technical drawing work, or purely illustrative artistic work.

Both the info bar and the toolbar can be positioned where required. The toolbar can be further customised by re-arranging the tool icons and allowing icons to be grouped to reduce the size and complexity of the bar.

Interactive tools

This feature makes a significant contribution to the productivity of ArtWorks. You can see the effect of the tool as you actually perform the act of dragging with the mouse. So, when moving objects around, you don't just see a meaningless square bounding box - you see the outline of the actual shape being dragged on screen. The same applies when you rotate or scale objects. The result is that there is no trial and error involved when performing these operations - the direct visual feedback allows you to position things on screen, absolutely accurately, first time.

D 1

WYSIWYG

ArtWorks offers a completely variable choice between screen display accuracy and screen update speed. But rather than offering just two settings between 'outlines only' and best full colour screen rendering, ArtWorks offers a variable control. At the maximum setting it displays a full colour, fully shaded, anti-aliased display. Set the control down a little and the anti-aliasing is turned off, set it lower still and the colour shading is reduced, all the way down to a minimum setting where it displays outlines only.



▲ Illustration shows info bar with the WYSIWYG knob on the right indicating a setting of 11

ArtWorks allows full editing of the illustration at any WYSIWYG setting, so you can choose between working on your drawing in full colour or just outlines, or anything in between.

Modular program

The ArtWorks program is made from a collection of individual modules and tools that integrate to form the complete package. This modular approach means the program is easily extendible, and customisable. For instance, new modules could be added in the future that bring enhanced or new features - it is not necessary to replace the whole program, and it is hoped that add-on modules will appear from both Computer Concepts and other software houses. For example, although ArtWorks is not a painting or photo-retouching program this functionality could be combined with all the existing ArtWorks features by purchasing an ArtWorks painting module.

On the other hand, if there are certain areas of ArtWorks that you find you do not need, these can be removed from the program, saving memory and disc space.

two floating tool and information palettes. The main toolbar holds icons for each of the key drawing tools.

ArtWorks introduces the concept of

Info and tool bars



▲ Illustration shows the expanded toolbar with the freehand tool selected

Each tool has an appropriate information bar that is usually displayed along the lower edge of the drawing.

Shows the info bar for the scale tool. Like most tools, the scale tool provides a comprehensive set of facilities accessible directly from the toolbar without having to use menus. On the example shown, the 3 by 3 arrangement of buttons controls the point around which the object is scaled. Using the mouse you can move the scale origin to any position, but the 9 preset buttons enable you to set the scale origin to any edge, corner, or the centre. The X and Y buttons flip the object about the X or Y axis. The Width button determines if line widths are to be scaled in proportion and the Lock button locks the aspect ratio of the scale.

page 2

Layers

Vital for complex technical illustrations, but also useful for illustrative artwork is the ability to break complex drawings into any number of separate layers.

Each layer can be given any name and set to be displayed or not. The info bar always shows the current layer, and a pop-up menu controls all the layering features. The ordering of the layers can be altered.



▲ The info bar shows the layer called "Apple body" is the current layer. This drawing has four layers in total, the background layer is switched off and the multi-layer mode is switched on so that all visible layers can be edited at the same time.

The layering facility makes it easy to work on certain aspects of the drawing without interfering with other parts. If, for example, a drawing is based on a scanned image, this image can be kept in a separate layer so that it takes no part in the editing process-so clicks over the image do not move the image, and a single menu click can turn the image layer off so it can't be seen. Another typical use of layers is in annotations of technical illustrations - the wording can be kept quite separate from the illustration itself.

Undo

One of the key differences between a drawing program, such as ArtWorks, and a painting program is that all operations in painting programs are permanent - just as with real paint. Once you've made an alteration to the painting, that's it. The only way you can change it or undo the change is to re-paint over the original again - just like real paint. As a consequence you need to have a high degree of confidence and artistic skill to be sure that the changes you make are going to be right

With drawing programs each line or part of the drawing is a separate feature that can be changed, moved, or altered in any way at any time. This all boils down to one great advantage experimentation. You can afford to try an idea on the drawing in the certain knowledge that if it doesn't look right you can remove the feature or undo the operation to restore the drawing.

Review

Working with full colour images in Corel is painful it took seven times longer to create the same image that was used on the Archimedes, and that's a long time if you're constantly editing and changing your work

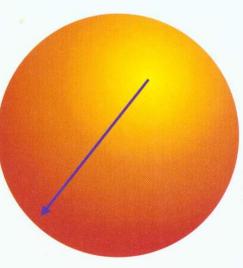
COMPUTER SHOPPER August 1992

ArtWorks goes further than any other drawing program by recording not just the last step or operation, but as many previous steps as you require. You can make any series of alterations without worrying if it's going to be right in the end. If it's not, then just use the undo feature to retrace the steps back to any point in the drawing.

Also ArtWorks can store this record of steps, known as the undo record, with the drawing on file. So you can load a drawing and still decide that you didn't like the last changes you made and undo them.

We cannot claim you can produce artistic masterpieces first time, but ArtWorks does bring out the artist in you.

Graduated shading



One of the main aspects that distinguishes good looking illustrations from simple line drawings is high quality shading. ArtWorks has the simplest and fastest colour shading system of any drawing program.

If you want to fill a shape with a graduated colour shade using the colour shading tools, you simply click where you want the colour to start, drag in the direction you want the shade to be graduated, and let go. The object is instantly filled with a graduated shade going from one colour to another.



The Radial fill info bar shows the start and end colour of the shaded fill. Selecting an alternative colour from the current colour lists or creating an entirely new colour for either the start or end is instantly reflected in the drawing.

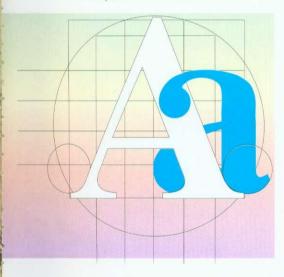
Unlike many drawing programs where graduated shading can only be simulated by overlaying dozens of slightly different coloured objects, ArtWorks graduated shades are stored in memory as one single object. The graduated colour fill is performed in a single rendering operation - ArtWorks can draw a graduated filled object faster than !Draw can fill a simple single colour object. It also uses the colour dithering system so that even in 16 colour screen modes you get a full spectrum of colours with colours smoothly and evenly changing from one colour into another.

Graduated shading is simple, very fast, and requires very little memory.



With the radial fill tool one simple click and drag turns a hollow circle into a shaded ball, and straight linear graduated fills are just as easy.

The ArtWorks text tool provides the ability to enter lines of text directly on the screen. A text objects behaves like all other objects in ArtWorks, so you can rotate it, give the characters a different outline colour, and draw a graduated shade across the text. But the unique aspect of ArtWorks is that the text remains editable text even after you have applied such effects. If you want to edit the actual character outlines, then a single menu option will change the text into editable curves and lines making it easy to customise the actual character shapes.



On top of this there is manual kerning, the ability to wrap text along a curve, and all these text handling features work on RISC OS2 as well as version 3.

Lines and curves

While ArtWorks drawing facilities are based on those of PostScript - it uses bezier lines and polygons - it tries not to get bound up in the normal PostScript jargon. You don't have to know what open bezier paths are, or what winding rule is used when filling. Basically ArtWorks supports two simple drawing primitives - lines and shapes. Shapes are solid filled objects and lines are, well, lines.

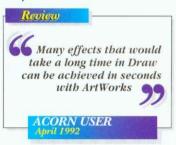
ArtWorks automatically fills any shape that is drawn to become a closed object.



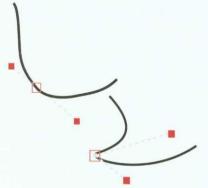
▲ Draw one side of a heart shape with the freehand tool.



▲ Draw the second half so it becomes a complete shape and ArtWorks will fill it in the current colour. Of course you don't have to fill it with any colour - it can be transparent.



The line and curve editing facilities are simple to use and extensive. You can select more than one point on a curve and delete or move them all at once. Lines can be converted to curves and vice versa. You can add new segments into curves simply by clicking on the curve, and you can change a curve from being a smooth curve into a corner 'cusp' point just by double clicking on the point.



▲ Simply double click on the control point and what was a smooth curve can be turned into a cusp or corner point.

Freehand drawing tool

One of the criticisms of previous drawing tools is that they do not offer the immediacy or natural feel of real pens or pencils and paper. The fact that all lines have to be made from precise mathematical curves has meant that it was difficult and time consuming to draw lines with a natural freehand look. To overcome this ArtWorks has a special tool called the freehand drawing tool. With this you simply click and then draw with the mouse. When you stop, ArtWorks analyses all the mouse movements and calculates the best fit smooth curve to follow the original line.





▲ Draw a not very smooth line with the freehand tool and ArtWorks turns it into a smooth curved line.



Compatibility

In order to compete with products on the world stage, ArtWorks has been made to import and export files to and from the leading illustration packages on other systems. It can read and write files for CorelDraw 2 and 3 on the PC and from Illustrator and Freehand on the Mac.

Review

Impression must be widely acknowledged as one of the most important pieces of software on the Archimedes. ArtWorks is going to be just as important

COMPUTER SHOPPER

Under RISC OS 3 (or using an alternative PC disc reader) it couldn't be simpler. For example, you can be editing a CorelDraw file on your PC, save this to floppy, then load the file directly from this floppy into ArtWorks. Or vice versa, save an ArtWorks file directly to a PC floppy to be loaded straight into CorelDraw. Since Macs can now read PC discs it's not much more difficult transferring to or from that computer.

In order to guarantee compatibility with other Acorn applications, it can of course also read and write Acorn Draw files and will, if necessary, convert graduated fills and blends to multi-shaded polygons and export distorted text as outlines.

In addition to this some applications, such as Impression and Impression Junior, can display ArtWorks files directly, thereby benefiting from the superior speed and quality possible from the ArtWorks display system.

220 outline fonts

ArtWorks is compatible with all RISC OS outline fonts now available for the machine, but, in addition the package includes an incredible 220 high quality outline fonts - 200 of which are new to the Archimedes! These provide a huge range of styles and designs and because they are just normal Acorn outlines fonts they can be used by any other program such as Impression. (Typically the cost of obtaining this number of fonts would be more than the entire ArtWorks package.)

Dynamic blends

One of the most powerful tools in ArtWorks is the blend or 'inbetweening' tool. Starting with two different shapes this tool can create a series of intermediate shapes that gradually change from the start shape into the end one.

ArtWorks blends offer three important features not found in other programs. Firstly the blends can be between shapes that have differing numbers of curves and lines - in other words you can change from one shape into a completely different shape.

Review

ArtWorks is turning out to be something special

COMPUTER SHOPPER August 1992

Secondly, the blends are dynamic - all the intermediate steps are calculated and drawn on the fly, so that changing either the start or end shape will automatically re-create all the intermediate steps. Perhaps more importantly, the intermediate steps are not stored in memory so ArtWorks blend objects occupy a tiny fraction of the memory required by all other drawing programs. Indeed, a



complex blend that is made from 100 intermediate steps would need only 1% of the memory required by other drawing programs.

Lastly; blends are not restricted to just two shapes. You can blend from one shape to another, to another, etc.

Since blends not only change the shape, but also other characteristics such as line thickness and colour,

they can be used for very sophisticated colour shading effects.

In fact a blend can even blend from one object containing a graduated shade into another object containing another different graduated shade.

▲ This shows two rectangles, each with a graduated shade going across the rectangle.

▶ By blending from one rectangle to another ArtWorks can create a series of intermediate rectangles, each with their own graduated fill. This simple example takes a few seconds to create and requires only a few hundred bytes of memory. In any other drawing program it could take many hours and would almost certainly require dozens of kilobytes of memory.

Envelope

This tool provides a simple way to bend or distort objects, or any part of a drawing, in a simple and intuitive manner. In fact the objects can be distorted in a similar way as if they were printed on a sheet of rubber.



The enveloping tool is so fast it is almost instantaneous at distorting all but the most complex objects.

Perspective

Although the envelope tool can create perspective like effects by squashing parts of the shape, ArtWorks provides a tool that performs a true three dimensional transformation of any part of your drawing.

The perspective tool allows objects to be rotated into the distance and calculates and displays a true 3D projection. It can even show two vanishing points on screen which can be dragged around for the quickest and easiest way to manipulate objects in space.

Usability

There are dozens of other minor and not so minor features that help make ArtWorks a more usable and friendly graphics tool. For example, in ArtWorks you select objects by clicking directly on the object, rather than somewhere inside its rectangular and invisible bounding box. As a consequence, when you have a complicated drawing with dozens of overlapping objects you can select what you want directly, instantly, with no possibility of selecting the wrong item. Once you've experienced this feature it makes you wonder how you ever managed without it.

Multiple window views of any document. Each window may be at any scale and WYSIWYG setting, with a simple zoom in and out control allowing any portion of the drawing to be magnified by a simple click drag operation.

All secondary windows are always rendered in the background so you can carry on editing without having to wait for the display to complete.

Fully RISC OS 2 and 3 compatible, ArtWorks offers all the expected RISC OS support for printer drivers, inmemory transfer of drawings to other programs, support for any screen mode, multi-tasking etc etc.

These are just some of the dozens of points that make the difference between a program that is a frustrating experience to use and one that is a joy to use.



Printing

ArtWorks supports all RISC OS printer drivers, including the new Computer Concepts 24-bit colour drivers. It also fully supports PostScript printers providing control over screen angles and density. It can print to a Postscript file suitable for external imagesetting. ArtWorks can produce 4-colour (and any number of spot colour) separations on all printers (and can show separations on screen also).

Print tiling allows large prints to be made covering many sheets of paper. This works on all printers and each page is produced with co-ordinates for the tile position and precise trim marks. So now you can produce your own wall sized posters from a normal A4 printer.

Review

ArtWorks is quite simply the best vector drawing software on the Archimedes

COMPUTER SHOPPER May 1992

Another invaluable feature background redrawing. Even though ArtWorks can display drawings several times faster than other products, complex illustrations can take quite a few seconds to draw on screen. Normally this not only slows down the editing process, but also makes operations like scrolling the drawing to the correct position a very hit and miss affair. ArtWorks can perform screen update in the background - you can scroll or pan the screen as fast as you wish without having to wait for the drawing to catch up. The drawing is being displayed or re-displayed constantly as you move

Conclusion

Illustration programs are a cornerstone requirement in many areas of computing, especially in publishing. The Archimedes range excels at desk-top-publishing, now with the release of ArtWorks, it excels in the area of drawing and illustration programs. If you want to draw anything, ArtWorks is the answer.





This specification was produced entirely using ArtWorks and Impression. The output was separated by ArtWorks and output to a high resolution imagesetter. All illustrations were produced in ArtWorks and illustrate some of the clip-art included with the package.



Review

Having just purchased a
486 computer, no one is more
disappointed than I to find that
CorelDraw looks pretty pedestrian
compared to ArtWorks on
an Archimedes

COMPUTER SHOPPER





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ARCHIMEDES A5000

PC WINDOWS 3.1 486/50

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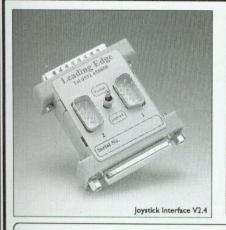
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16 bit parallel I/O Card	£195
Archi replacement mouse – New design	£29
PC Emulator v1.8	£85
Software Developers Toolbox	£149
Floating Point Unit	£455
SCSI Adaptor Expansion Card	£156
Keyboard Extension Lead	£6
2 Podule Backplane	£20
4 Podule Backplane	£25
Fan for above backplanes	£10
Risc Os Extras Software Disc	£5
Ethernet Card	£220
SCSI Card 8 bit	£129
A5000 Dust Cover 2pcs	£9pr

A3000 Accessories

• 3.5" External Drive £95	Monitor Stand	£15
Technical Manual £39	Serial Upgrade	£19
A3000 Dust Cover £5		
 A3000 plus Monitor Dus 	t Cover	£9
A3000 User Port/Midi U	pgrade Card	£44
 A3000 User/Analogue/II 	C I/O Card	£42
A3000 External Podule	Case	£15

A5000 Hard Disc Drives

A5000 - 100Mb	18mS Hard Disc Upgrade	£269
A5000 - 210Mb	18mS Hard Disc Upgrade	£459

Archimedes Hard Disc

Watford's ST506 Hard disc drives for A310 & A410 series fit internally into the space provided. P.S. A310 upgrades require a backplane and a fan

1 .o. 1 to 10 apgrados regano a backpiario ario	C. 1011.
3HDP - Hard Disc Podule only	£99
• 3HD20 - 20Meg H' Disc + Podule for 310	£195
• 3HD40 - 40Meg H' Disc + Podule for 310	£285
• 3HD50 - 53Meg H' Disc + Podule for 310	£359
• 4HD20 - 20Meg Hard Disc for 410	£69
• 4HD40 - 40Meg Hard Disc for 410	£195
• 4HD50 - 53Meg Hard Disc for 410	£260
A3000 20Meg Hard Disc + Podule	£279
A3000 40Meg Hard Disc + Podule	£379

Archimedes A3000 Desk Top Publishing (DTP) Sale Offer

A3000 BBC Archimedes Micro with 3.5" Floppy Disc Drive and a mouse, upgraded to 2Mb RAM, COLOUR Monitor + Lead. 20Mb fast IDE Hard Disc Drive, 'Compression' Utility to increase the Hard Drive capacity to Typically 40Mb, The highly acclaimed Computer Concept's Impression Junior DTP software package.

RRP: £1299

Sale Offer Price: £875

Above Package plus Acorn's Learning Curve £918

DTP Package as above but with a 30Mb fast IDE Drive, (with NEW Compression utility, the capacity is increased to typically 60Mb)

> Above package with Acorn's Learning Curve £942

Special Education discounts available on above package, micros, RAM upgrades, ARM 3 Turbo Card, etc. Please write in or telephone:

(0923) 237774/250335

Lease Purchase facility now available. Please telephone or write in for details.

Archimedes RAM Upgrade

All our memory upgrades are simple to fit. No

soldering	requirea.	Fitting	Instruction	ons su	opilea
• R300-4	Layer RA	AM upg	rade boa	rd (Ba	re).

H302-A3000 -	to ZIVIB HAIVI Upgrade
• R303-A3000 -	to 2MB RAM Upgrade
	(expandable to 4MB)

• R304-A3000 - to 4MB RAM Upgrade

• R311-A305 - to 1MB RAM Upgrade • R312-A305/310 - to 2MB RAM Upgrade

• R314-A305/310 - to 4MB RAM Upgrade

• R412-A410/1 - to 2MB RAM Upgrade • R413-A420/1 - to 4MB RAM Upgrade

R414-A410/1 – to 4MB RAM Upgrade

• R810-A410/1 - to 8MB RAM Upgrade

• R820-A420/1 - to 8MB RAM Upgrade

• R840-A440/1 - to 8MB RAM Upgrade

• R814-R140 to 8MB RAM Upgrade

• A5000 - to 2MB additional RAM Upgrade

Dook Ton Dublishove

Desk Top Publishers	
Acorn's Archi DTP Package	£69
• Equasor £39; • Expression-P	S £19
Impression 2 DTP Pack	£123
Impression Junior	£69
Impression Business Supplement	£39
Impression II Borders Disc	£19

Archi Wordprocessors

Pendown Archi	£48	1st Word Plus - 2	£63
Pendown Outline		PD Spellchecker	£40
Fonts	£18	Graphic Writer	£19
Image Writer	£25	EasiWord	£18

Databases

AlphaBase	£36	Magpie	€40
Flexifile	£79	Multistore v2.01	£176
Knowledge Organise	£42	Pinpoint	€65

\	Spread	Isheets	
Intersheet Disc	£24	Schema	£89

Business Graphics

GammaPlot Interchart Disc	£39 £17	Sigmaplot
Integ	rated	Packages

Pipedream 4

 Desktop Office – Database, Graphs & Charts, Wordprocessor Spreadsheet, Communications

 Desktop Folio – Wordprocessor, Desktop & Interactive Publishing, Ideal for school

More Archimedes Products See Pages 3, 4, 5, 6, 7, 8



CREDIT CARD 24 HOUR Ansaphone Hot Lines (0923) 250234 or 233383

Watford's a work on a excess of fraction of th Un to four system IDE ach expa installed in hard disc c saving m

application A powerful the two *IDEUnloc where hac may lead £25 configurat £36 password option is

£55 *IDELock £125 deletion of £30 By an inno £99 will remer £199 another s £30 includes the 960

£90 Hardwa £579 • Single £549 • Suppor

Fast 16 £479 • suppor 5 Mbyt £85 €

£499

Built in LED a

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Option Up to t

Multipl

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Part No.

ADA 05 ADA 05 ADA 05 ADA 05 All the a

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£149

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Hi-Speed, Low Cost Archi Hard Disc Drive

Watford's advanced interface allows IDE drives to work on any Archimedes machine, speeds in excess of SCSI devices can be obtained at a fraction of the cost of a SCSI drive.

Up to four drives are supported by the IDE filing system IDEFS, up to two drives can be attached to each expansion card, up to four cards can be installed in a machine. An optional 20Mb or 40Mb hard disc can be supplied on the podule expansion card itself, with its fast transfer rate and power saving modes the drive is ideal for storing commonly used software such as the !Fonts application.

A powerful security feature has been provided with the two unique commands *IDELock and *IDEUnlock, ideal for educational establishments where hacking or tempering may be prevalent that may lead to loss of data. Once locked, the configuration can not be changed until a secret password is used. The !IDEForm Write Protect option is particularly useful in conjunction with *IDELock as it will prevent any unauthorised deletion of data.

By an innovative use of on-board memory, the card will remember its configuration, even if moved to another slot or even a different machine, this also includes the unique security features.

Hardware

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£499

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269

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£69

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€40

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£18

€40

£176

£65

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239

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298

75

£125

ience

- Single width EuroCard
- Supports proposed ANSI ATA (IDE) specification
- · Fast 16 bit MEMC interface interrupt driven to support background disc operations
- . 5 Mbytes per second peak transfer rate
- Built in Non Volatile RAM to hold configuration
- LED activity indicator
- 37 way D type socket for external drives
- · Optional on-card 20Mb or 40Mb hard disc
- Up to two drives (master and slave) per card
- Multiple cards per machine (up to four)

Software

- Conforms fully to the Acorn IDE Specification
- All software supplied in ROM
- Filing system 'IDEFS'
- · Desktop filer with drive ready detection and disc name under icon
- IIDEForm, WIMP based configuration and formatting software
- Drives can be individually write protected
- Up to four drives over multiple cards
- · Power saving standby modes supported with configurable timeout
- Drives can be used without translation in native mode for minimum overhead
- !IDEFSDisk, creates PC emulator hard discs

Prices

Part No.	Capacity	Access Speed	Price
ADA 0520	44Mb	28mS	£215
ADA 0530	100Mb	16mS	£295
ADA 0570	200Mb	15mS	£479
ADA 0580	330Mb	15mS	£849

All the above 3.5" hard drives are supplied complete with Controller Card, cable & Software on ROM. (Internal fitting). For use with A300/A400/A500 series machines.

For A3000 users an additional external Case and PSU will be required.

AAA 0300 External Case & PSU for A3000

Internal Hard Disc Drives for A3000

State of the art, 4 layer internal IDE Hard Cards for the A3000. Software supplied in, On-board ROM.

ADA 0700	21Mb	23mS	£185
ADA 0770	30Mb	19mS	£285
ADA 0720	44Mb	19mS	£349
ADA 0750	60MB	18MS	£399
ADA 0730	89Mb	18mS	£619
Supplied read	y assembled	I. No soldering	required.

Simply plug into the allotted space

Archi IDE Hard Cards



Watford's easy to instal, low cost, high performance, revolutionary IDE Hard Cards for the A300 & A400 series Archimedes.

ADA 0650	21Mb	23mS	£199
ADA 0800	30Mb	19mS	£295
ADA 0660	44Mb	28mS	£359
ADA 0810	60Mb	18mS	£409
ADA 0670	89Mb	18mS	£629
10			

(Can be used as a Removable Hard Drive)

NEW Archimedes A300/A400 **SCSI Hard Disc Offer** (while stocks last)

100MB Hard Disc Upgrade complete with Controller card, Cables, Formatter and Manuals

> RRP: £799 Offer Price: £325

Syquest Removable **Disc Units**

These Hard Drive units are supplied complete with a cartridge 42Mb removable, cables and a high flow fan for cooling

now fair for cooling.	
 Syquest Drive Unit pack 	£399
As above + SCSI Card	£415
Spare 42Mb Disc	€55

Archi to BBC Serial Link Mk 2

Using this simple data link, it is possible to solve all your BBC to Archimedes data transfer problems. The kit is supplied with a disk, and the necessary cable to connect the two computers New RISC OS Version also available (please specify)

• For A3000 £15 • For A5000 £16 For A3000 Serial Upgrade (£19) required

A3000 I/O Card (User, Analogue & IIC)

This NEW versatile I/O Card from Watford, fits inside the A3000 and includes an Analog to Digital Converter, a User Port, and an InterIC (IIC) connector.

The card allows many of the peripherals developed for the BBC to be used with the Archimedes A3000. The ADC and User Port have the same pin out and connectors as the BBC computers.

Extensive RISC OS software is supplied to provide BBC OSBYTE calls for support of the ADC and User Ports, including the BASIC keyword ADVAL. The software provides extended RISC OS support for separate interrupts from both the ADC and User Ports, permitting easy interrupt driven operation.

The card is provided with all the software in ROM and is automatically loaded when the machine is turned on.

Peripherals connected to the ports can obtain up to 500mA of power at +5V. A fuse is fitted to the card to protect the A3000 from damage arising from accidental short circuit of the power output.

Features

An 8 bit User Port with a standard 20 way IDC connector, compatible with the User Port on the BBC computers and the Archimedes I/O Podule.

A 10 bit Analog to Digital Converter with a standard 15 way D type connector, compatible with the ADC on the BBC range of computers and the Archimedes I/O podule.

An InterIC (IIC) Port with a 5 pin DIN socket to connect the A3000 to external IIC devices.

Minerva's Archimedes Software

EasyWord £18 Time Tabler Home Accounts £35 System Delta 259 System Delta Program Reference Manual

Stand alone Business Accounts Packages Sales; Purchase; Order Processing and Invoicing; Nominal; Stock management

£79 per module or Complete Business Package £325

ARM 3 Turbo Card Mkll Simply The Best



Here it is at last - the all new Mark 2 version of Watford's highly acclaimed ARM 3 processor board for the Archimedes and now also the A3000 series computers. Using the latest surface mount technology on a high quality four layer circuit board we have reduced the overall size to a mere 53mm x 45mm, and the cost to only £169. Mk II upgrade will increase the speed of your micro by a factor of 3 to 6.

Any competent A300 or A400/1 series micro owner can fit the upgrade himself, as we provide full fitting instructions and a special ARM chip extraction tool. However for A3000 micros and those not wishing to perform the upgrade themselves, we will collect, upgrade and return your micro by courier service, at an additional cost of £18.

(A300 and old A440 series owners please note you will need to upgrade to MEMC1A for ARM3 to work.)

RRP £249

Offer Price £169

Acorn have satisfactorily evaluated Watford's ARM 3 upgrade and the A3000 upgrades are fitted by Acorn approved surface mount technology centre, therefore its fitment will not invalidate Acorn's warranty on the micro.

BBC MASTER

MASTER 128K Micro incl. Acorn's View, Viewsheet, ADFS, BASIC Editor & TERMINAL plus FREE OFFER (see below) £399

FREE with every BBC Master purchased from us during August

A 5.25" Double Sided, 40/80 track switchable 400K Disc Drive complete with cables and a Utilities disc incl. 2 games, plus

Gemini's OFFICE MATE & OFFICE MASTER

Add-Ons & Accessories

Maddadada Missala kalendi katala di Albanda da Andrea		4
Econet Module for the Master		£42
Twin ROM Cartridge for Master		29
Quad ROM Cartridge for Master		£14
Master Reference Manual I	(No V	AT) £14
Master Reference Manual II	(No V	AT) £14
Master Advance Ref Manual	(No V	AT) £14
64K Upgrade Kit for B+		£32
Acorn 1772 DFS Kit complete		£49
ECONET Upgrade Kit for BBC B		£42
ALL ECONET UPGRADES Available		
ARIES' IEEE Interface for BBC B & M	laster	£238
Morley Teletext Adaptor with ATS Roi	m	£99
Ecolink		£270

SCANNING ON THE ARCHIMEDES WILL NEVER BE THE SAME

"The image quality which this little beauty can produce is quite stunning."

Archimedes World - July 1992

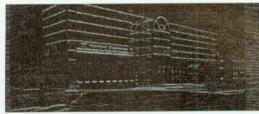
"Other Arch image grabbers have been irritating or just plain

"Loads of well written, easy-to-follow and in-depth help, all glued together in a very handsomely designed manual."

Computer Shopper - July 1992



Original Image, 16 Grey Levels



Original after edge filter applied



Original after applying an enhancement filter



Original after applying a smoothing filter



Watford proudly introduces its innovative new 256 grey-level hand scanner, **Scan256**, for the Archimedes range of micro computers. It offers up to 256 grey levels at a maximum of 400 dpi, and comes complete with the most advanced and sophisticated 256 grey scale scanner software currently available for the Archimedes.

Features

Multiple copies of the image in memory at once Allows multiple consecutive operations without having to save the original image to disk.

Instant re-draw of all 4 image buffers No re-calculations needed unlike other packages that use on the fly screen-dithering.

Highly advanced dithering and image size reduction Available via industry standard ChangeFSI package for maximum image quality. An invaluable aid to reduce the size of the image whilst maintaining maximum image quality.

Advanced in-built image processing options Convolution digital filtering fully implemented with over 100 filters covering edge detection, image enhancement and image smoothing. Enables high quality images to be obtained from poor quality scans.

➤ A unique L.E.D. indicator on the scanner

Shows you when the scanner is being moved at close to the maximum scanning speed, not just when it is too late and a scan line has been missed by moving the scanner too fast.

► Fully adjustable scale and size of image preview when scanning Image preview window can even be behind other windows and preview is shown in real-time with maximum number of grey scales available.

➤ Support for 'The Serial Port' Graphics Enhancer
Allows up to 256 simultaneous grey scales on screen at once.

True brightness, contrast and gamma correction
All can be specified by a value to exactly match monitor/printer. No guessing with shapes of curves and correction is mathematically correct.

► RISC OS 3 features Include rotation and shearing. Scans normally are scanned at a slant rather than being rotated, shearing enables the scan to be corrected better than rotation.

Fast RISC OS printing
 Multiple options such as scale to page, centre, sideways, selected area, and any scale.

Scanner scans at an amazing 3ms per line A post card at 400dpi takes only 7.3 seconds to scan, creating over 3Mb of data.

Selectable scanning modes
256 grey-scale, 256 grey-scale half width, 16 grey-scale and monochrome scanning modes. Half width mode enables longer 256 grey-scale scans to be achieved.

Save image in foreign formats Save as industry standard TIFF for exporting to other systems, AIM for further processing, or RISC OS Sprite format.

Single width, high quality podule using surface mount technology

Scan256 Scanner, Interface Card, Software and Manual

Only £185

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BBC Educational Software Six French Games – Aimed at pupils in their e rs More French Games – Another 6 games i, 25 Letters to French Penpals – 11 years+ French Programs with Henri Beret – The inal More German Games – Aimed at pupils in their PUNCMAN Learning punctuation ge Yes Chancellor – A chance to take over number ring igh Numbers & Pictures – Early number learning Note Invaders – Budding musicians can learn / is Help Your Child learn Basic Map work No. 2

ne

(9-14 years) • Spelling Week by		(6-14 years)	£18 £18
Archi Edu	catic	nal Softwar	е
Archi Edu Animated Alphab (3-6 yrs) Arcventure (8-12 yrs) Bookbinder Bumper Disc Bumper Disc 2 Craftshop 1 Craftshop 2 Converta-Key Data Word Desktop Stories	£21 £29 £43 £14 £14 £26 £16 £16 £35	 Glimpse Clip Art Utility (7-16 yrs) Highlighter (6-16 yrs) Jigsaw Mapventure (9-13 yrs) Microbugs Money Matters Nature Park Adviture (7-9 yrs) Numerator 	£8 £42 £28 £24 £16 en- £27 £60
 DigiSim Dream Time (5-7 yrs) Farm (5-7 yrs) Fleet Street Phar (9-13 yrs) Fun School 3 (up to 6 years) Fun School 3 G 	£35 £23 £19 itom £25 Red £17	 Picture Book Recall (6-13 yrs) Sellardore Tales Snippet Space Mission Mada (9-13 yrs) Sting of the Dum (9-13 yrs) Target Maths Viewpoints 	£24 £26

£17

£17

£68

(9-12 yrs)

(7-10 yrs)

Worst Witch

(7-10 yrs)

Wizard's Revenge

£33

£17

£25

(6-8 years)

years +)

System

Fun School 3 Blue (8)

Gate Array Teaching

Maths with a Story 1 (Disc). 4 primary level

Picture Craft (Disc) 6-14 age group. Pack consists of flexible geometrical design &

first year of French, but also useful as revision for more advanced students 11 years+

Au Restaurant and Accident de Route

Boulogne and Oh-Les - 2 programs for

programs in this series present vocabulary,

grammar and role-play phrases in the form of

Six German Games - Aimed at pupils in their first year, but useful as revision for more

advanced student of German. 12 years+

2nd year of learning German. 12 years+

Puncman 1 & 2 for 7 - 13 years

Puncman 3 & 4 for 8 - 14 years

11 at Downing Street. 12 years+

Infants 6-8 years

is a great fun (4-6 years)

programs (7 to Adults)

Puncman 5, 6 & 7 for 8 - 15 years

Computer Control - This is a package of 3

programs simulating control of a greenhouse, a

Letters & Pictures - Introduces phonic skills to

the notes on the Clef with this elegant game 3

Maps & landscapes No. 1 (9-14 years)

robotic arm & a chemical plant. 14-16 years £26

Maths with a Story 2 (Disc). 4 further

£20.00

£20.00

£17.00

£17.35

£19.95

£16.00

£29.00

€26

£26

£26

£26

£22

£22

£15

£15

£15

£15

Arcade Soccer

maths programs

maths programs

colouring programs.

A Vous La France

12 years+

12 years+

beginners

Espana Viva - 3 Discs

animated games. 11-16

Computers at Work - Primary

WHITE KNIGHT Chess game

Archimedes Software

GRAPHICS		Power Band	£14
3D Construction Kit	£39	Puncman 1 & 2	£16
Arc Light	£46	Puncman 3 & 4	£16
ARCtist	£19	Pysanki	£14
ARCticulate	£19	Quazer	£10
Atelier	£65	Real McCov	£22
Artisan II	£45	Real McCoy 2	£23
Artisan Gallery	£16	Real McCoy 3	£22
Autosketch II	£65	Redshift	£14
Craftshop 1 & 2	£28	Return to Doom	£16
Euclid 2	£50	Repton 3	£14
Graph Box	£59	Saloon Cars Deluxe	£27
Graphbox Professional	£107	Spitfire Fury	£22
HotLink Presenter	£40	Splice	£25
Illusionist	£69	Sporting Triangles	£24
Kermit	£46	Superior Golf	£14
Mogul	£17	Superpool + Break 14	7£19
Poster	£79	Swiv	£19
Pro Artisan	£70	Talisman	£12
Prime Art	£69	Timewatch	£24
Render Bender 2	£95	Trivial Pursuit	£22
Revelation 2	083	Twin World	£15
Snippet	£21	U.I.M.	£23
Titler	£119	White Magic 2	£15
Tween	£29	Wimp Game	£13
		Worldscape	£16
GAMES		XFire	£19
Air Supremacy	£17	Zelanites	£23
Apocalypse	£14		~20

£14

Miscollangous

Arcade Soccer	214	Miscellaneous	3
Boogie Buggy	£14	Ancestry	£59
Break 147 + Supa Poo		Arccomm 2	£38
Bughunter in Space	£19	Arcterm 7	€64
Cataclysm	£19	Armadeus Sound	260
Chess 3D	£16	Avante Garde Fonts	£23
Chocks Away		BBC DFS Reader	£6
Compendium	£32	Broadcaster Loader	£65
Chocks Away Extra	£14	Compression (CC)	£38
Conqueror	£15	Equasor	£38
Corruption	£18	FlexiFile	£97
Cyber Chess	£38	Genesis Plus	£68
Elite	£33	Genesis 2	£99
Enter the Realm	£19	Investigator 2	£22
E-Type Compendium	£20	JX Archi Colour Prin	
E-Type Designer	£13	Driver for Citizen &	ter
Family Favourites	£13		045
Grievous Bodily Arm	£19	Star Printers	£15
Holed Out Designer	£13	Magpie 2	£42
Holed Out Golf Comp	£20	Notate	£42
Hostages	£14	Numerator	£66
Inter Dictor 2	£26	Pin Point	£65
Iron Lord	£15	Presenter 2	£29
Jigsaw	£27		£145
Lemmings	£20	Rainforest	£17
Lost Temple I	POA	Revelation 2	£95
Mad Prof Mariarti	£17	Rhapsody in Blue 2	£45
Masterbreak	£16	Score Draw	£46
Man at Arms	£14	Show Page	£127
MahJong Patience	£15	Speech!	£15
Manchester United II	£19	The Victorian	£17
Mig 29	£24	Time Tabler	2549
Nebullus	£21	Toolkit (Clares)	£35
Nevryon	£14	Touchtype	£40
Nevryon II	£20	Tracker	£39
Olympics	£14	Turbo Driver BJ10E	£42
Pandoras Box	£18	Vox Box	£46
Pipe Mania	£17	WorldScape	£17
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LANGUAGES (Archimedes)

Assembler; LISP;			each
Desktop C	£199	Logotron Logo	£45
Macro Assembler	£40	Risc Basic	£120
Robo Logo	£69	Risc FORTH	£110
BASIC Compiler	£77	Cambridge Pascal	£95

Archimedes External Disc Drive Interface

With this interface it is possible to connect almost any 5.25"/3.5" disc drive with its own power supply to the Archimedes. Upto 4 disc drives can be connected. Fully Buffered Board. NO SOLDERING is involved. Supplied complete with necessary lead. Price £21

Back Plate Extension

£14

 A300/400 £15: • A3000

Archi Real-Time Digitiser



Now supplied with NEW RISC OS Version Software

Watfords' Archimedes Video Digitiser is the most sophisticated digitiser ever designed for a micro. It provides a fast and flexible means of capturing images from a video camera or recorder for display and manipulation on the Archimedes range of Micros. Off-air televison signals may also be digitised via a video recorder or TV tuner. Please write for further details.

Price £119

A Set of Colour Filters for colour image grabbing £16

Archi Graphic Tablet



The Archi Graphic Tablet offers performance and accuracy comparable to other tablets priced at well over £400, and has the useful addition of a liftable cover, which can hold tracing material or menu templates securely. The package is supplied complete with sophisticated Archi software. (Now, LinCAD compatible. Recommended by Linear Graphic for use in Education). (FREE this month, PC Mouse Drivers

& Art package)

Special Price £199

(Price includes Tablet, Leads, Software & Puck) Stylus Optional Extra £20

Archi Graphic Tablet Junior. Working area 9" x 6". Price includes Stylus £125

Surge Protector Plug

Fitted in place of your normal mains plug, this device protects your equipment (and data from corruption), against mains high voltage translent spikes/surges caused by lightning or thermostats switching.

Protection for only £8.50

Distribution Socket



4 way top quality mains trailing sockets. Supplied wired up with mains plug ready for use. Can be screwed to floor or wall if required Very useful for tidying up all the mains leads from

£9.50

Aries Spike Cleaner Unit

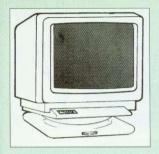
A 4 way mains distribution unit as above with a built-in Surge Arrester, providing protection for your complete Computer/Hi-Fi System

£16

8 Way DIP Switch

Increase the speed of your Disc Drives by soldering this switch to your BBC B or B+ keyboard

Only £1.00



FREE

Connecting lead with every monitor purchased from us. Please specify type required.

Microvitec Monitors

• 1431 - Standard Resolution Monitor	£169
• 1451 - Medium Resolution Monitor	£209
Cub3000 Medium Res for A3000	£189
Dust Cover for Microvitecs	£5.50
Touchtec 501 Touch Screen	£239
N C D L C L L	

Now 3 years Parts & Labour warranty on all Microvitec Monitors

Multiscan Colour

• Eizo 9060S	£389	NEC 6FG	£1525
• Eizo F550i	£725	Taxan 770LR	£362
• Eizo T560i	£995	• Taxan 787	£249
 Eizo T660i-T 20 	"£1599	• Taxan 795	£397
• NEC 3FG	£370	• Taxan 875	£679
NEC 4FG	£465	 VIDC Enhancer 	£25
NEC 5EG	£850		

Aries AlphaScan Monitor

Pound for Pound, the AlphaScan VGA Multiscan monitor provides the maximum performance and greatest flexibility of any 14" colour monitor for the Archimedes micro.

Its multiscan circuitry provides automatic adjustment for frequencies between 30 and 60KHz horizontal, and 50 and 90Hz vertical. Its 0.28mm dot pitch high resolution tube provides super sharp text graphics, while a high speed (70/72Hz) refresh rate provides a flicker-free display easing the eye strain. The Multivideo VIDC Adaptor supplied (free) with the monitor allows high resolution operation in all screen modes. £325

Aries Alphascan 17" Plus

Philips Monitors

£495

BM7502 12" Hi-res Green Monitor	£67
CM8833 14" Med. Res Colour Monitor	£172
Dust Cover for Philips Monitors	€6

STAR BUY Aries A2000 Colour Monitor

This attractively finished, etched screen medium res monitor is supplied complete with built-in speaker, volume control and video input. All controls are located on the front panel for ease of use. Ideal for BBC, BBC Master, Archimedes and Amiga.

Only £159

Spare Monitor Leads

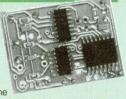
BNC Lead for Zenith or Philips	£3
Skart Monitor Lead	£5
RGB lead for TAXAN Monitors	£3
Archimedes Colour Monitor Lead	£7.50

Integrex Ink Jet Printers

Colour Jet 132 Printer	€449
Paper Roll	€6.50
BBC Screen Dump Software	£10
Colour Cartridge	£21
Black Cartridge	£12.40
• 100 A4 OHP transparencies	£55
8K Serial Interface Optional	£123
Colour Jet 2000	£529
Betajet Ink Jet Printer	£185
Betaiet Cut Sheet Feeder	£43

VIDC Enhancer

This unique VIDC addon board for the Archimedes, caters for all types of Multiscan and VGA monitor and mode requirements. There are 2 versions to suit all requirements. The



multimode software supplied, provides all the new modes for the selected monitor type, including the now standard Computer Concepts modes. With VGA monitor, you are no longer restricted to a few modes. A Desk Top application supplied on disc, allows new modes to be designed and existing modes to be modified for particular monitors

Super VGA VIDC Card: Its unique design allows the horizontal and vertical sync to be buffered and have the polarity changed under software €45

MultiVideo VIDC Card: As above but for £25 MultiScan monitors only.

SPECIAL OFFER

H P Desk Jet 500C Colour Printer £375* **Archi Printer Driver** £15

* Price includes 3 years extended parts and labour warranty at no extra cost.

For 3 years On-Site maintenance €45

Panasonic Printer

KX-P1123	£126	KX-P2180C	£156
KX-P1124i	£170	KX-P2123C	£198
KX-P1170	99	KX-P2180M	£159
KX-P1624	£270	KX-P2123M	£176
KX-P1654	*£332	Colour Kit for	
KX-P1695	£270	P2180M/2123M	£-
KX-P2624	*£270		
	oe 12 mon	the On-site warran	tre

Cut Sheet Feeders P36 - 1124/24i £79 P37 - 1123/70/80 £69

F30 - F1024/93, F2024	1123
Buffers	
P12 4K Buffer Board for KX-P1081	£55
P14 32K Buffer P1123/24/70/80	

P12 4K Buffer Board for KX-P1081	£55
P14 32K Buffer P1123/24/70/80	
P1540/92/95; P1624/54/95	£16
Serial Interfaces	

P13 for P1123/24/24i/70/80/1624/54/95/2624 £49

Original Panasonic Ribbons

Guaranteed to last 3 million characters

P110 for KX-P1081, 1592 & 1595	£6
P115 for KX-P1180 £7 P145 for KX-P1124	£7
P140 for KX-P1540 £8 P155 for KX-P1624	82
Colour Ribbons for KX-P1081, 1592 & 1595	
Brown, Blue or Red £9 ea	ch
P150C Colour for P2123/2180	15

Citizen Printers

• 120D Plus	£95	• Swift 24E#	£195
• 224	£174	Swift 24X	£299
• PN-48	£199	• 24X Colour Opt	£32
Swift 9	£145	PN48 Ribbon	£4
• AH29804 N	Manual Cut SI	neet Feeder for Swit	it
9/24/124 H	Holds 50 Shee	ats	£29

FREE Colour Option with Swift 24E

+ FREE 2 years Parts and Labour warranty on all Citizen Printers

	Swift 9 Colour Option	on		£19
-	Swift 24 Colour Opt	tion		£29
,	Swift 24 Ribbons	Black £4	Colour	£13
,	Swift 24X Ribbons	Black £8	Colour	£16
	Citizen/Archimedes	Colour Printer	Driver	£15

Roland Plotters

 Roland plotter P 	ens, Fil	ore tip	£7.50
 Sketchmate A3 	£499	 Sketchmate 	A4 £308
• DXY1300	£825	• DXY2500	£2345
• DXY1100	£490	• DXY1200	£620

Star Printers He

LC15	£175	SJ48 Inkjet	£172	# Desk Jet
LC20	£102	XB24-200 Colour	*£295	Desk Jet 5
LC24-15	£241	XB24-250 Colour	*£355	*Paint Jet (
LC24-20	£155	XB24 Colour kit	£29	*Paintjet X
LC24-200	£166	ZA200 Colour	*£240	# 3 years
LC24-200 Colour	£205	ZA250	*£312	* Price incl
LC200 Colour Star/Archimedes	£143 Colour	Printer Driver	£15	DeskJe Paintjet
* Includes 1	2 mont	he On site warrant		

Cut Sheet Feeder

LC10/200/24-10 LC15/LC24-15 265 XB24-15 083

Serial Interfaces 8K Ser LC-200; LC24-200; FR10; FR15; XB24-10; XB24-15

XB24-10

Buffers

32K Ram Card for LC/XB24-10; 15; LC200

Ribbons

LC10; LC10-II; LC15	Black £4;	Colour £6
LC-200; LC24-200	Black £5;	Colour £12
XB24-10; XB24-15	Black £5;	Colour £12

Laser Printers

All Laser Printers include 12 months On-site maintenance

Brother HL-4	4ppm	£499
Brother HL4-V	4ppm	£640
Brother HL4-PS Postscript	4ppm	£1040
Brother HL8-V	8ppm	£984
Canon LBP4 LITE	4ppm	£495
Canon LBP4+ 1.5M RAM	4ppm	£639
Canon LBP-8III Plus	8ppm	£960
Epson EPL4300	4ppm	£590
Epson EPL4000	6ppm	£485
Epson EPL7500	6ppm	£1145
Epson EPL8100	10ppm	£960
HP Laserjet IIP+	4ppm	£525
HP Laserjet III	8ppm	£1010
HP Laserjet IIID	8ppm	£1495
HP Laserjet IIIP	4ppm	£685
HP Laserjet IIIsi	16ppm	£2515
NEC Silentwriter S62P P/script	6ppm	£1070
NEC Silentwriter 266	8ppm	£670
NEC Silentwriter 290P P/script	8ppm	£1389
Panasonic KX-P4410	5ppm*	£529
Panasonic KX-P4420	8ppm*	£618
Panasonic KX-P4430 Satin Print*	The second second	£590
Panasonic KX-P4451	11ppm*	£1085
Panasonic KX-4455 Postscript	11ppm*	£1450
Star LP-8 III 2	8ppm	£1249
Star LP-8 III	8ppm	£905
Star LP-8 Star(post)script	8ppm	£1135
Star LP-4	4ppm	£565
Star LP-4 Mk 3	4ppm	£649
Star LP-4PS Postscript	4ppm	£775
* Now with 2 years On-s	ite warranty	

Laser Toners

Canon 2, 3 & 4	€46	Star LP4/LP8	£56
Epson GQ	£13	KX-P4420/50	£19
EPL 4100	£69	Laserjet HP IIP & IIIP	£42
EPL7100/7500/		Laserjet II/D, III/D	£48
8100	£125	Qume Crystal (3)	£58

Laser BAM Ungrades

Lase	RAIVI	opgrades	
IIP; III/P 1Mb	£51	EPL7100 256K	£39
IIP; III/P 2Mb	883	GQ5000 512K	€42
IIP; III/P 4Mb	£135	KX4420/50 1M	£75
II & IID 1Mb	£64	KX4420/50 2M	£115
II & IID 2Mb	£99	KX4420/50 4M	£195
II & IID 4Mb	£146	Star LP8 1M	£139
Canon LBP4 1M	£105	Star LP8 2M	£275
Canon LBP8 2M	£125		

Laser Drum & Developer

Epson Drum	GQ5000	£93	EPL7100	£129
Panasonic 4420) Drum	260	Developer	£59
Panasonic 4450) Drum	£93	Developer	£80
Qume Drum		£76	Developer	£56

Jetpage	PUSIS	Cript Cartriug	Je
HP IIP/III	£225	IID & IIID	£227

Various Add-Ons	
Laserjet Appletalk Interface	£135
HP Adobe Postscript	£399
Pacific Page Postscript	£259
HP Premier Font Collection	£28
Laserjet various Font cartridges	from £45

• 22706B • 22706C

• HP Eps

£125 • DJ 500

£139 • DJ 500

• 22707P · Desk Je

> BJ10EX **BJ20** BJ300* BJ330* BJC800

Spare . B.110 Canon

• P20 • P30 • P60

• P60/ • Ribb • Ribb

P20 £

DFX50 DFX80 FX850 FX105 LQ100 LQ570 LQ87

LQ10 LQ10 1057 LX40

LX10 FX1 LQ2

108 FX1

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	Hewlett-Packard Printer	' C
£172 *£295 *£355 £29 *£240 *£312	# Desk Jet 500 £270 *Paintjet XL 300 Desk Jet 500 Col. £375 *Quiet Jet Plus *Paint Jet Colour £518 *HP Think Jet *Paintjet XL £1196 *HP Deskwriter # 3 years extended Parts & Labour warranty * Price includes 12 months on-site warranty	£1785 £382 £265 £299 FREE
£15 £125 £139	DeskJet 500 Cart. Black £15; Colour Paintjet Cartridges Black £19; Colour Desk Jet 500 256K RAM cartridge HP Epson FX Emulation Cartridge for Desk Jet DJ 500 High Capacity Black Cartridge DJ 500 Colour Archi Printer Driver	£23 £69
£52	Plug In Font Cartridges for DJ 500 22706B – Prestige, Elite, Line Draw fonts 22706C Letter Gothic & HP Line Draw fonts 22707P – Proprint Emulation Cartridge Desk Jet Unlimited (Book No VAT)	£55 £56 £57 £19.75
£55	Canon Bubblejet Printer	s
our £6 ur £12 ur £12	D'ble Printer CSF Bin BJ10EX £165 £43 — BJ20 £247 — —	Ink Cart £16
	BJ300* £284 £88 £65 BJ330* £376 £110 £79 BJC800C £1395 – – Includes 12 months On-site warranty	£12 £12
£499 £640 1040	Spare Battery pack for BJ10E BJ10EX – Archi Turbo Driver Special Offer: Canon BJ10EX Printer + CC's Turbo Driver	£33 £42 £210
£984 £495	NEC Pinwriter Printers	
£639 £960	•P20 £178 •P70	£396
£590 £485 1145	● P30	£605 £59
2960 2525	Ribbons Black for P20/30 £6 for P60/70/9 Ribbons for P60/70/90 Black £9 Colour	90 £7
1010 1495 1685	Cut Sheet Feeders P20 £59; P30 £85; P60 £89; P70/	
070	Epson Printers	
389	DFX5000 £1075 LQ1170 DFX8000 £1940 LQ2550+	£432 £675
529 618	FX850 £258 LX400 FX1050 £327 LX850+	£95 £138
590 085	LQ100 £147 LX1050	£206
450 249	LQ870 £357 SQ1170	£415 £565
905 135	LQ1060 Colour £585 SQ2550 LQ1070 £310	£625
565 549	Cut Sheet Feeders for	
775	LQ570, LQ870 LX400/850/LQ200/400/450/500/550	€47
	LQ1010/1070/1170	£72
56	LX1050 £115 FX850/LQ860 FX1050/LQ1060/SQ850	£128 £155
42	LQ2550 £299 SQ2550	£210
58	Tractor Feed for	
39	LQ800 £44; LQ850/FX850 £69; LQ105 FX1050 £85; LQ2500 £90; LQ2550 £90	
42 75	Accessories	
15 95	• EX800/1000 Colour Option	£45
39	EX800/1000 Colour Ribbon LQ2500 Colour Option	£14
75	Multifont Card for LQ550/850/1050	£65 £95
9	Epson Printer Interfaces RS232 £28 RS232 + 2K Buffer	£52
6	Printer Leads	
	BBC Centronics 4' long BBC Centronics 6' extra long	£5 £7
7	Compact's Special Centronics Lead	£7
	Nimbus Centronics Lead IBM/Archimedes Parallel Lead 6'	£6 £5
9	IBM/Archimedes Parallel Lead 5 metres IBM/Archimedes Parallel Lead 10 metres	£10 £15
5 9 8 8	Double Ended 36 way Centronics Lead 4' Double Ended 36 way Centronics Lead 6'	£7 £9
0	D0000 I d- 0/- d- 1	

RS232 Leads (Various)

Laser Direct

 Special High Res Card 600 DPI for 0 	Canon
LPB 4 & LPB 8 Laser Printers	£315
 LPB 4 Printer plus High Res Card 	£975

• LPB 8III Printer plus High Res Card £1275

P.O.A.

 LPB 4 Optional Paper Tray £79

Fulitsu Printers

B-100	£205	DL1100	£217
B-200	£270	DL1100 Col	£267
DL-900	£181	DL1200	£363
	Rihl	hone	

DL900/1100/1200 Mono £5 Col £11 B-100/200 Ink Cartridge £15

Concept Keyboards

Standard A3 Keyboard with BBC Software	£138
Standard A4 Keyboard with BBC Software	£109
Archi A3 Keyboard	£139
Archi A4 Keyboard	£110

Listing Paper (Perforated)

• 1,000 Sheets 9.5" x 11" Fanfold Paper	£7
• 2,000 Sheets 9.5" x 11" Fanfold Paper	£11
• 1,000 Sheets 9.5" x 11" NCR 2 Part Fanfold	£21
• 1,000 Sheets 15" x 11" Fanfold Paper	29
• 2,000 Sheets 15" x 11" Fanfold Paper	£16
• 1,000 Sheets true A4 Fanfold Paper 70gms	£11
• 2,000 Sheets true A4 Fanfold Paper 70gms	£21
Teleprinter Roll (Econo paper)	£4
Telex Roll 50 metre	£3

(All our Fanfold paper is Micro perforated leaving a smooth clean edge when the tractor feed strips are detached).

Carriage 1K Sheets £2.50, 2K Sheets £3.00

Printer Labels

(On continuous fanfold backing sheet)

1,000 off, 90 x 36mm (Single Row)	£6.00
1,000 off, 90 x 36mm (Twin Row)	£6.25
1,000 off, 90 x 49mm (Twin Row)	£7.50
1,000 off, 102 x 36mm (Twin Row)	£6.75

Laser Printer Labels on A4 Sheets

3750 off, 70 x 29mm (3 Rows x 10)	£15.50
2400 off, 70 x 37mm (3 Rows x 8)	£15.25
2625 off, 70 x 42mm (3 Rows x 7)	£15.00

Printer Ribbons & Various Dust Covers

Type	Hibbons	Dust Covers
BBC B/BBC Master	_	£4.00
Archimedes Micro pair	_	29.00
Citizen 120D	£2.75	£4.50
DMP2000/4000	£3.75	£4.95
EX800/1000	£3.50	€5.00
RX/FX80/85/800/MX80	£2.95	
FX/MX/RX100/1000	£3.95	_
Kaga/Taxan KP810/815	£3.25	£5.00
LQ400/500/550/800/850	£3.25	€6.00
LQ1050/LQ2500	£12.00	
LX80/86	£2.75	£4.50
LX400/800/850	£3.50	£5.00
M1009/GLP	£2.95	£3.75
NEC P2200	£4.50	£5.00
Panasonic KX1080/81	£6.00	£5.00
Panasonic KX-P1124	£7.00	£5.00
Star LC24-10	£2.95	£6.00

Professional Printer Stand



The professional printer stand takes hardly more space hardly more space than your printer. Due to the positioning of the paper feed and re-fold compartments ie. one above the other, the desk space required for your printer functions is

effectively halved. Its ergonomic design ensures smooth paper flow and automatic refolding.

80 Column version £24 (carr. £3) 132 Column version £29(carr. £4)

Universal **Printer Sharers/Changer**

Connect up to 5 Micros to 1 printer or 5 printers to 1 Micro with our combined, Sharer/Changer switch boxes

Standard Low Cost Type

Connects	Serial	Parallel
• 2 to 1	£10	£11
• 3 to 1	£13	£14
• 4 to 1	£16	£17

Professional Type

Connects	Serial	Parallel
• 2 to 1	£17	£18
• 3 to 1	£22	£25
• 5 to 1	£34	£38
C	ables extra at £6 e	each

Cross Over Manual Switch

2 In/2 Out Parallel	£29
2 In/2 Out Serial	£28
3 In/2 Out Serial	£36

Auto Printer Sharer

Connects	Serial	Parallel
2 to 1	£40	£45
4 to 1	£62	£49
8 to 1		289

256k Multi Spooler

These Auto Parallel Printer Sharers have built-in 256K of Printer Buffers. They can be used as Auto Sharers, Printer Buffers or both.

• 2 In/2 out £135 • 4 ln/2 out £169 • 8 In/1 out £199

Compact Converter Units

Serial to Parallel £36 Parallel to Serial £37

Plinths for the BBC B. **BBC Master & A3000**

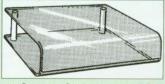


Protect your computer from the heat of your VDU. Our micro plinths have slots for maximum ventilation. The single plinth is suitable for a BBC and VDU, whilst the double height version provides enough room for our stacked disc drive and other enough from for our stacked disc drive and other peripherals like, Eprom programmer, music unit or simply discs & stationery. The computer slides neatly in the lower section allowing easy access to remove the lid. Colour: Matching BBC Beige.

 Single BBC Plinth 420 x 310 x 105mm £13 Double BBC Plinth 420 x 310 x 210mm £24 490 x 310 x 105mm £14 Single Master Plinth Double Master Plinth 490 x 310 x 210mm £26

• A3000 Single Plinth (very sturdy & precision made), has a slot on the left for the switch & cut out on the right for 3.5" Disc Drive

erspex Printer Stand



Give your Computer System a touch of Class with our elegant, smoke finished Perspex Printer stand.

80 Column version 136 Column version £16 (carr £3) £20 (carr £4)

Continued $\rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow$



Quest Mouse III & Quest Paint	£59
Quest Mouse III, Quest Paint, AMX	
Stop Press & Pagefont	289
Quest Mouse III only	£30
Quest Paint Software only	£34
Quest Font Disc (22 Text Fonts)	£15
Quest Mouse Mat (Red or Blue or	
Green please specify)	£3
Quest Colour Dump Disc - This new	
software allows you to print direct from	
Quest Paint to your Integrex Colour	
Drinter	010

(P.S. Quest Paint is not compatible with BBC Compact)

Quest Paint is the winner of the BBC Acorn User 1990 Award for the Best Art/Graphics software



Quest combined with ConQuest and Acornsoft GXR ROM make up THE MOST POWERFUL drawing packages available for the BBC range. Quest Paint is able to take advantage of almost any additions to your machine, such as Shadow or Sideways RAM. ConQuest takes this principal even further, by utilising the otherwise normally incompatible Sideways RAM facility by holding pictures in them.

ConQuest ROM Package

(Price includes software in ROM and a comprehensive Manual).

(Not Compatible with BBC Compact)
(P.S. Conquest is a Quest Paint extension ROM).

£30

Quest - Tracer ball

An attractively finished, extremely reliable, mouse replacement, input device. Requires very little desk space. Connects directly to your BBC B, BBC Master or Archimedes Micro.



QT-10 BBC/Master Version £25 QT-20 Archimedes Version £26

Mouse Cleaning Kit

To obtain trouble free operation and prolong the life of your mouse, the high tech rodent requires regular cleaning. Our deluxe mouse cleaning kit is ideal for the purpose



Archi Mouse Port Splitter

Our handy little splitter unit eliminates the risk of damaging your micro due to constant plugging and unplugging of the mouse by allowing you to connect both, a joystick and a mouse simultaneously to your Archimedes.

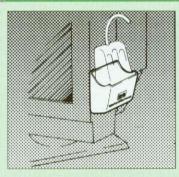
MK III AMX MOUSE

AMX Mouse plus Super Art £54

(Please specify for BBC, Master or Compact)

AMX MOUSE ONLY	£29
AMX SUPERART Package	£29
AMX STOP PRESS – A Desktop	
publishing software. Works with	
Keyboard, Joystick or a mouse	£25
PAGE-FONTS – Over 20 Fonts for	
use with AMX Pagemaker	£13
AMX DESIGN (ROM)	£29
AMX EXTRA EXTRA	£16
MOUSE MAT	£3

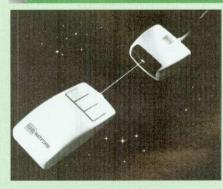
WE Mouse House



Treat your mouse to a cosy Mouse House. This handy little gadget solves the problem of where to store your mouse when it is having a rest. Made of sturdy plastic, the WE Mouse House attaches to the side of your computer, monitor, disc drive etc.

Only £3

Archi Cordless Mouse



Feature

- Infra Red Signal Transmission
- High Resolution 200 DPI
- High Tracking Speed of 600mm/s up
- Anti-static Silicon Rubber Coated Ball
- Low Friction Teflon Footpads
- Power by two AAA size batteries (not included)
- Automatic Standby Mode after 5 seconds inactive
- Auto Power Shut-Down after 20 seconds inactive

Price £39

BEEB VIDEO DIGITISER



"Test Bureau Approved for Use in Education"

Using any source of composite video (colour or monochrome) and the Watford Beeb Video Digitiser, you can convert an image from your camera into a graphics screen on the BBC Micro. This uses the full graphics capacity of the BBC micro in modes 0, 1 or 2. The video source may be a camera, video recorder or television, and is connected via the video output socket. The software supplied includes a sophisticated, fast screen dump routine.

Images produced can be compressed, stored to disc, printed on an Epson compatible printer, directly used to generate graphics, analysed for scientific and educational use or converted to other formats e.g. Slow Scan TV or receiving a picture from a remote camera using a modem. The output from the digitiser exactly matches the graphics capability in each mode, with up to 8 levels of grey in mode 2. The unit connects into the User Port and automatically scans a complete picture in 1.6 seconds.

£99

(BBC B+ and Master compatible, except Master with Econet)

(Price includes) Digitiser Unit, Software in ROM & a Comprehensive Manual)

Beeb Hand Scanner

Hand-held Scanner for the BBC Micro



Watford Beeb HandScan is a compact unit which will allow photographs, diagrams, or any other documents to be digitised quickly and easily, to then be used in a desk top publishing package, art program, or even in your own Basic programs!

The HandScan plugs directly into the 1MHz bus on the BBC while a comprehensive set of utilities provided by the sophisticated ROM firmware. The scanner has a resolution of either 100 DPI or 200 DPI when accuracy is essential. Pictures as wide as 4" may be scanned in mode 0 and various types of dithering may be selected to simulate the grey levels of a scanned picture.

All necessary software has been included in the firmware to allow the scanner to read images directly into our Wapping Editor with little more than the click of the mouse. The digitised picture may then be incorporated into your magazine, newsletter, report or any other document.

Beeb HandScan & Firmware

9

Winr Award

The Wap represen for the B containin print fast professio processo designin printer d designed compute Sideway will run i systems 40 track Included several ROM im 100 pag Support be rotate sided sh ellipses arcs (in Another Turbo

Page The Wa

of any s the eigh stand-a create p proporti microsp the War allowing onto a s The gra cut & pa Text ma in any f pull out the text column 'expand micros

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Winner of the BBC Acorn User 1990 Award for the Best DTP/Word Processor

The Wapping Editor

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The Wapping Editor from Watford Electronics represents a breakthrough in Desktop Publishing for the Beeb. The package includes a 64K ROM containing ALL the software needed to get into print fast; a very sophisticated graphics module, professional quality typesetting software, a word processor, a comprehensive font editor for designing your own typefaces, and a variety of printer dumps. This mouse-driven system is designed for the BBC B, the B+ and Master computers and will take full advantage of any Sideways and Shadow RAM that may be fitted. It will run under DFS, ADFS and Network filing systems and requires as a minimum just a single 40 track drive.

Included with the system is a utility disc containing several high quality fonts, various utilities and a ROM image of a Support ROM. A comprehensive 100 page manual completes the package. The Support ROM contains routines to allow an area to be rotated to any angle or distorted to any four-sided shape. Also included are facilities to draw ellipses at any angle and sectors, segments and arcs (in Master or BBC B with Acorn GXR). Another of the features of the Support ROM is a "Turbo DFS" which gives DFS access times comparable with those of ADFS.

Page Layout Section

The Wapping Editor may be used to create pages of any size from an A6 to a full A3 page. If none of the eight default page types suit your purpose, the stand-alone page creation program may be used to create pages to your own requirements. By using proportionally spaced fonts and genuine microspacing it is possible to print over 150 characters across an A4 page. A unique feature of the Wapping Editor is the 'A5 x 2' page size allowing two A5 pages to be printed side by side onto a single A4 sheet.

The graphics module incorporates the facilities like: pencil, brush, airbrush, polygon, circle, eclipse, fill, cut & paste, etc.

Text may be typeset, either justified or unjustified, in any font anywhere on the page. Simply select which font and text document you wish to use, and pull out a rectangle on the page where you want the text to be — it's as simple as that! Multiple columns may be printed just as easily and a special 'expand' feature may be used to expand the microspacing so that the document exactly fits the space defined.

Word-Processor

The integral word processor is the ideal tool for producing your text documents, although text can of course be read in from any of the other popular word processors such as View, Wordwise etc.

The Font Editor

The font editor module will allow you to design your own typefaces or to modify the ones provided on the utility disc. This sophisticated editor has numerous functions designed to take the tedium and frustration out of producing good looking, well balanced fonts. Each character may be individully proportionally spaced and characters of any size up to 16 x 16 pixels may be defined.

Pictures may also be 'grabbed' from a video

Pictures may also be 'grabbed' from a video source by using the Watford BEEB Video Digitiser.

Wapping Editor Software Pack £49
Wapping Editor plus Mouse £69

(Wapping Editor only works with Master Compact if a Mertec Expansion box is fitted)

Wapping Art Disc

Over 250K of clip art to cut and paste into your Wapping Editor pages. Pictures include maps, transport, people, media, sport, games etc. Two 'ratio' screens for use with hi-res and rotated A5 pages to ensure images are not distorted when printed out.

Music writing symbols in the form of pattern and brush for quick production of manuscripts are included together with staves.

There are two prepared hi-res pages laid out for printing labels, both single and double width. Ready made label designs are included but these can be easily replaced with your own designs.

A Mode 0 screen dump routine is also included. To pack such a large amount of data onto the discs the screens have been compressed and routines to compress and expand Mode 0 screens are included on both discs. Using the packing routine you can archive large numbers of screens onto a single disc.

£15

Wapping Font Disc 1

Sixteen additional fonts, including smaller version of Oberon and Daisy and two new sizes of the standard font for the Wapping editor.

Also included are three Mode 0 screens containing giant 'headline' fonts to cut and paste to create extra smooth headlines.

Supplied complete with instructions.

£12

Wapping Font Disc 2

This new addition to our Wapping range of DTP software provides you with additional 23 fonts for the Wapping Editor DTP pack. (80 track discs only).

Archi A4 Scanner



This most advanced Archi A4 image scanner is supplied complete with ROM based podule software. Features provided include facilities for zooming in on an image and inverting the image in X and Y directions, saving and printing of the sprite created. Interactive help is supplied using the IHELP application on the Acorn applications discs.

The 216mm scanning width can cope with both desktop scanning of single sheets, photographs, diagrams, etc., with its fast ten page automatic document feeder, but it can also detach from the feeder to become a convenient hand-held full page scanner for larger documents or pictures.

Scanned image control can be freely adjusted in increments of 10 dots per inch from 100 up to 400 dpi resolution with 64 levels of grey scaling. A built in shading controller and manual brightness control achieve optimum image clarity.

Unlike some scanners, which use a red light source, the Watford scanner uses a yellow/green source which vastly improves the light/dark contrast, thus eliminating the effect where any red-based colours are faded down to white and so do not show up in the scanned image.

All these features and facilities combine to make the Archi Page Scanner the fast and convenient way in which to add that extra impact, interest and clarity to documents, reports, instruction sheets, manuals, news letters, etc., from your Archimedes DTP package.

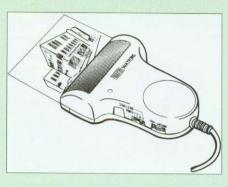
New Low Prices:

 Archi A4 Scanner
 £269

 Sheet Feeder for above
 £75

 Scanner + Sheet Feeder
 £359

Archi Mk II Hand Scanner



Watford's Mk II hand scanner has a maximum resolution of 400 dpi. The scanning width is 4". The sophisticated software is supplied in a 64K ROM, located on a standard single width expansion podule. As you scan a page, the image appears in the scanning window on the screen, scrolling up in real time. Other facilities include Cropping and scaling to any size including stretching and squashing in X and Y directions separately. Colour tinting. X and Y flip. Edge detection which turns solid objects into outlines.

Images can be printed on any printer supported by RISC OS.

On-screen help is provided via the RiscOS interactive help facility. (Please write in for full technical details).

£109

£119

AHS-4 Archi 300/400 Version AHS-3 Archi A3000 Version

Z88 Portable Micro

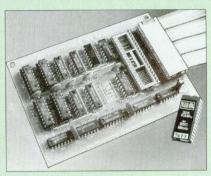


Z88 Portable Micro	£179
32K RAM Pack or 32K EPROM Pack	£16
• 128K RAM Pack or 128K EPROM Pack	£32
• 512K RAM Pack	£86
256K Eprom Pack	£55
Z88 Eprom Eraser Unit	£38
Z88 Carrying Case	£8
AA Nicad Rechargeable Battery	£1.50
Battery Charger Compact & Fast	£6
Z88 Serial Printer Cable	83
Z88 Parallel Printer Cable	£18
Z88 to Archi Link	£15
• Z88 to BBC Link £8 • Z BASE	£56
• Z88 to PC Link II £27 • Z88 to Macinto	sh £32
• Z88 Mains Adaptor £9 • Z88 Modem	£114



CREDIT CARD 24 HOUR Ansaphone Hot Lines (0923) 250234 or 233383

32K Shadow RAM/Printer Buffer Card Expansion Board



A MUST FOR WORD PROCESSING

Simply plug the ribbon cable plug into the 6502 socket and gain a massive 32K of extra RAM.

- "VIEW" Wordprocessor users can now type in letters in 80 columns and have up to 28K bytes free
 5 times as much as normal.
- In WORDWISE (or WORDWISE-PLUS), preview in 80 columns with the full 24k of text in memory. This product is recommended as an ideal complement by Computer Concepts.
- Use the full 32k or the bottom 12K of the expansion RAM as a printer Buffer. (P.S. Only 12K printer buffer can be used with Wordwise & WW+, due to the way they are written).
- Unique facility to turn ROMs off and on again.

Only £54

ARIES B-32 Shadow RAM Card £55

Commander Joystick



Features

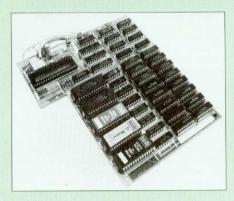
- Direct connection to BBC Analogue input port no interface needed.
- Fully compatible with all BBC Joystick controlled games programmes.
- Switchable springs allow selection of floating or centring operation.
- Trim adjusters for both X and Y axes for fine centre adjustment.
- Convenient stick mounted fire button with additional base buttons.

Price: £15

Voltmace Joysticks

Delta 3B Single Joystick	£10
Delta 3B Twin Joysticks	£15
Delta 3C Joystick for Compact	£10
Delta 14B Single Joystick	£11
Delta 14B/1 Adaptor Module	£12
Transfer Software Disc-Tape	£7
Delta-Cat A mouse eliminator Joystick	
for the Archimedes	£24
Analogue aircraft style yoke Joystick	
to run in the analogue port of the	
BBC B & Master 128	£25

ROM/RAM Card



- NO SOLDERING required to fit the board.
- · Fully buffered for peace of mind.
- Compatible with BBC micros (not BBC+ or Master).
- Total number of ROMs increased from 4 to 8.
- Up to 8 banks of sideways RAM (dynamic).
- Option for 16k of battery backed CMOS RAM (CMOS RAM needs one ROM socket).
- Software Write protect for ALL RAM.
- Read protect for CMOS RAM.
- Separate RAM write register (&FF30 to &FF3F).
- Automatic write to currently selected RAM socket for convenience.
- · FREE utilities disc packed with software.
- Large printer buffer.
- UNIQUE fully implemented RAM FILING SYSTEM (similar to the popular Watford DFS).
- ROM to RAM load and save facilities.

The SFS (Silicon Filing System) can utilise up to the full 128k of RAM (with the SFS in any paged RAM) as a SILICON DISC. This behaves as a disc drive, with all the normal Watford DFS features (including OSWORD &7F for ROMSPELL, etc.) to provide an environment that looks like a disc but loads and saves MUCH faster.

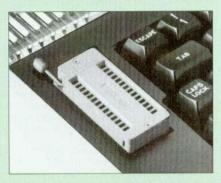
PRICES:

 ROM/RAM card with 32k DRAM 	£42
 ROM/RAM card with 64k DRAM 	£54
ROM/RAM card with 128k DRAM	£89

OPTIONAL EXTRAS:

16k plug-in Static RAM kit	83
16k DRAM for Upgrade	£13
Battery backup	£3
Read and Write protect switches	£2 each
Complete ROM-RAM card with all or	otions
fitted	£109

Sideways ROM ZIF Socket System



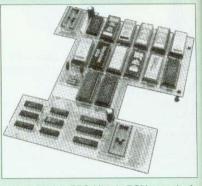
Allows you to change your ROMs quickly and efficiently, without having to open the lid. The ZIF socket is located into the ROM Cartridge's position. It is very simple to install. No soldering required. Also included in the price is a plastic see through storage case with antistatic lining, which allows you to store 12 ROMs.

ROM Cartridges for the BBC Master

Will accept the larger Piggy Back ROMs like Interword, Quest, etc.

• Twin £8; • Quad £13

Solderless Sideways ROM Socket Board



- Increases your BBC Micro's ROM capacity from 4 to 16.
- No soldering required.
- Socket 14 takes two 6264 RAM chips.
- Read protect to make RAM "Vanish" allows recovery from ROM crashes.
- Battery backup option for RAM chips.
- Supplied ready to fit with comprehensive instructions.

Price: Only £35

Battery Backup fitted £39
Battery Backup only £3
16K Sideways RAM £8

 Sideways RAM Utilities Disc for Solderless ROM Board. Includes the options to load and save ROM Images and the facility to use Sideways RAM as Printer Buffer.

Only: £8

M35M85M25M50

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Connecting Leads

(All ready made and tested)	
CASSETTE LEADS 7 pin DIN Plug	
to 3 pin DIN Plug + 1 Jack Plug	£2.50
to 7 pin DIN Plug	£3.00
to 3 Jack Plugs	£2.50
6 pin DIN to 6 pin DIN Plug (RGB)	£3.00

■ Disc Drive Power Leads

Supply from BBC power supply to standard Disc Drive Connection: Single £3.00; Dual £3.75

Disc Drive Interface Leads

BBC to Disc Drives Ribbon Cable Single £4 Twin £6

Miscellaneous Connectors

	Plugs	Sockets
RGB (6 PIN DIN)	50p	75p
RS423 (5 pin Domino)	70p	80p
Cassette (7 pin DIN)	40p	95p
ECONET (5 pin DIN)	35p	50p
Paddles (15 pin 'D')	150p	250p
Disc Drive Plug 4 way	100p	-
6 way Power Connector	120p	150p

Watford DATA DUCK

Convert two single Disc Drives into one Dual Drive with this simple external unit (Suitable for Disc Drives with PSU. For Disc Drives without PSU, you will also require Watford Power Duck, see below).

£14

Watford POWER DUCK

£8

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2.50 3.00 3.00

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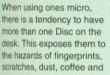
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• M35 - holds up to 50 5.25" discs • M85 - holds up to 95 5.25" discs M25* - holds up to 25 3.5" discs • M50 - holds 50 3.5" discs • M100 - holds 100 3.5" discs • M10 - holds 8 of No. 10 Data Cartridges £15

Disc Plonker Rack





€4.95

£6.95

€4 95

€6.50

£6.99

Not lockable

an untidy desk. Why not protect your valuable data from all these hazards with the help of our extremely handy and low cost DISC PLONKER RACK. Holds up to eight 5.25" discs

Antistatic Lockable Disc

Storage Units

Protection at Only: £2

3M - Diskettes

Lifetime warranty on 3M Discs

• 10 x 5.25" S/S D/D 40T (744)	£5
• 10 x 5.25" D/S D/D 40T (745)	£5
• 10 x 5.25" S/S D/D 80 Track (746)	£7
• 10 x 5.25" D/S D/D 80 Track (747)	£7
• 10 x 5.25" 1.6M D/S D/D High Density	for IBM
XT and AT	£8
• 10 x 3.5" S/S D/D 40/80 Track	£6
• 10 x 3.5" D/S D/D 40/80 Track	€6
• 10 x 3.5" Double Sided High Density	£11



Top Quality Diskettes

Watford's life time guaranteed disc are supplied complete with self stick labels & plastic library case

• 10 x M3 3.5" D/S D/D 80 Track	£6
• 10 x M9 3.5" D/S High Density	£10
● 10 x M4 5.25" S/S D/D 40 Track	£5
● 10 x M5 5.25" D/S D/D 40 Track	£5
• 10 x M7 5.25" D/S D/D 80 Track	£6
• 10 x M8 5.25" D/S H/D Hi-Density	£9
M2 3" Double Sided	£2.50 each

Special Bulk Offer **Discs**

(Lifetime warranty on Discs)

BULK PACK DISCS in lots of 100

	S/S	D/S	D/S
Туре	40T	40T	80T
• Without Sleeves 5.25"	£25	£30	£35
• With Sleeves 5.25"	£28	£33	£38
• 3.5" D/S D/D	-	£44	£78

3.5" Disc Drive



These top quality 3.5" Double sided, 80 track, are attractively finished in BBC beige. They are supplied complete with all cables and a Utilities Disc.

Туре	Description	
	Disc Drive without PSU	
• CLS35:	Single Disc Drive, 400K	£59
• CLD35:	Twin Disc Drives, 800K	£109
	Disc Drive with PSU	
• CS35:	Single Disc Drive, 400K	£82
• CD35:	Twin Disc Drives, 800K	£126
(P.S. CS35 is	supplied in a twin case with a	
blanking plate	to enable easy expansion to	a dual
drive at a late	r stage)	

Disc Drives in Monitor Stand



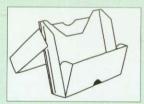
• CDPM 800S - Twin 5.25", 800K Double sided 40-80 track switchable disc drives mounted in an attractively finished Beige colour plinth for the BBC B & Master 128K micros. Supplied complete with integral power supply, cables and Utilities disc. The mains switch with neon On/Off light indicator, and the two 40/80 track switches are mounted on the front panel for ease of use.

£165

• DP35 800 - Same as above except, one disc drive is a 5.25" and the other is 3.5".

£154

Plastic **Library Cases**



DLC1 - Holds 5 x 3.5	" Discs. £1.50
DLC2 - Holds 10 x 3.	.5" Discs. £1.90
DLC3 - Holds 5 x 5.2	25" Discs. £1.60
DLC4 - Holds 10 x 5.	.25" Discs. £2.00

Disc Albums

Attractively finished in leather-look PVC	Vinvl
DW1 - Holds 6 x 3.5" Discs	£2.50
DW2 - Holds 6 x 5.25" Discs	£3.00
DW3 - Holds 20 x 5.25" Discs	£3.50
DW4 - Holds 40 x 3.5" Discs or	
5.25" Discs	£4.50

Floppy Head Cleaner Kit

The heads in floppy drives are precision made and very sensitive to dirt. The use of Cleaner Kit is a sensible precaution against losing valuable data. It is recommended to clean the drive head once a week. it is very simple to use. Available in 3.5" & 5.25", please specify.

Price £4

Acorn & Watford DFSs

Watford sophisticated DFS ROM	£16.00
Watford DFS Kit complete	£49.00
DFS Manual (comprehensive)	£6.95
Acorn DNFS ROM	£17.00
Acorn ADFS ROM only	£25.00
Acorn 1772 DFS ROM Kit	£49.00
Acorn DFS Kit complete	648

Watford's Mkll 1772

Single/Double Density DFS

Many of our customers have wanted to use our superior DDFS and Acorn ADFS together. Now our Mk II DDFS Board with its 1772 Disc Controller, has been adapted to allow the use of Acorn ADFS as well. It also has all the commands of the Acorn's 1772 DFS, plus many more added features.

Complete Kit	Special Price £44
DDFS Manual	(No VAT) £6.95

· We will exchange your existing DFS Kit for our sophisticated DDFS for only €26

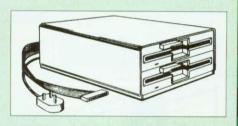
Quality Disc Drives from Watford

All our Disc Drives are Double Sided and will operate in both Single and Double Density modes. All 5.25" Disc Drives are 40/80 track switchable. For ease of use, the switches are front mounted. Follow the trend with a Watford plinth. (Turn to the 6th page of our advert for the Plinths).

P.S. All our 5.25" Disc Drives with PSU are compatible with the Compact Micro. All you require is our special Compact Disc Drive cables designed

"Test Bureau Approved for Use in Education"





Our Disc Drives conform to BS415

Туре	Description	
	Disc Drive without	PSU
• CLS400S:	Single, 40/80 track 400K Double sided Drive	£70
• CLD800S:	Twin, 40/80 track, 800K Double sided Drives	£138
	Disc Drive with PS	U
• CS400S:	Single, 40/80 track, 400K Double sided Drive	£80

Special Cable to connect both 3.5" and 5.25" Disc Drives simultaneously to the BBC Compact £13

Twin, 40/80 track, 800K Double sided Drives

£149

• CD800S:

Computer Concept's ROMS

Inter BASE	£49
Inter CHART	£25
Inter SHEET	£37
Inter WORD	£36
Mega-3 ROM	£76
Spell Master	£42

Wordwise plus

£40

We are giving away absolutely FREE, the superb Word-Aid ROM worth £24, with every WORDWISE PLUS package bought from us.

Word-Rid

power of your Wordwise plus ROM.

- Alphabetical sorting of names and addresses
- Text transfer options.
- Chapter marker.
- Epson printer codes function key
- Search and display in preview mode. Embedded command removal.
- Print Multiple copies of a document. Multiple file options for print and
- preview. Address finder.
- Label printer.
- Mail-merger
- Number/delete/renumber.
- Clear test-segment area.
 BBC B, B+ and Master compatible.

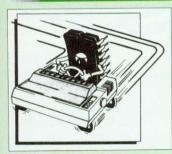
Only £24

(N.B. Word Aid requires a Disc interface in your Micro)

Acorn ROMS

View 3.0 ROM	£45
Viewsheet (Acornsoft)	£36
Viewstore	£36
Viewspell – 80T disc	£25
View-Index	£12

View Printer Driver ROM



View is a powerful word processor, but it seriously lacks in terms of printer driver support. With the View Printer Driver ROM, the View users will find themselves in the realms of advanced word processing.

Price: Only £29

Mini Office 2 - Disc

for BBC B & B+	£12
for BBC Master	£14
for BBC Compact	£16

(When ordering please specify for which Micro & 40 or 80T Disc)

Assorted ROMS



ACORN ADFS	£25
ACORN BASIC 2 plus User Guide	£22
ACORN DNFS	£17
Acorn OS B+	£25
Acorn OS 1.2	£14
Beebmon	£22
Dump Out 3	£25
Graphics Extension Rom	
GXR-B	£21
GXR-B+	£22
Logotron LOGO	£43
MASTER OS ROM	£38
Master ULA (47)	£15
Master ULA (60)	£10
Numerator - Archi	£69
Numerator - BBC	£39
Pendown ROM	£32
Rom Manager	£20
SERIAL ULA	£13
TED	£35
Termulator Master	£32
Video ULA	£14
1Mb OS ROM	£39

Watford Electronics' **New High Tech Computer Boutique** is now open in Luton. Don't miss your

chance to visit the Acorn and Watford Villages.

CHIP SHOP

	C9C9050588
1 MB-10 DIL D-RAM	€4.50
1 MB ZIF D-RAM	€4.00
256K x 4-8 DIP	£4.75
256K x 4-8 ZIF	€4.00
SIMs and SIPs	
• 256 x 9-8	£11
	007

• 1Mb x 9-10	£22	• 1MD X 9-8	221
DS3691			£4.50
DS88LS120			£5.25
LM324			€0.45
SN76489			£5.50
SAA5050			£8.75
UPD7002			£6.00
0101002			20.00

LM324			€0.45
SN76489			£5.50
SAA5050			£8.75
UPD7002			£6.00
2764-250nS			£3.00
27128A-250	n (12V5	5)	£2.50
27128-250n	S (21V)		£4.00
27256-2			£3.00
27512-2			£4.50
27C101G (1	Meg)		£7.00
• 4013	75p	• 68B50	£2.95
• 4020	£1.00	• 68B54	£7.50
• 4164-10	£1.55	• 7438	50p
• 4464-10	£3.50	•74LS00	50p
- 4040 DAN	00 00	A 741 CO4	E0-

• 4164-10	11.55	1438	
• 4464-10	£3.50	•74LS00	
• 4816 RAM	£2.00	•74LS04	
• 41256-8	£2.00	•74LS10	
· 41256-10	C1 50	• 74I S123	

£1.00 ● 6264LP-8K £4.00 ● 74LS163 £1.00 • 6502A £5.00 • 74LS244 £1.00 ● 65C02 3M £9.75 ● 74LS245 £1.00

£9.00 • 74ALS245 £2.75 •65C12 •6512A £10.00 • 74LS373 £1.00 £4.00 • 74LS393 £1.00 · 6522 £1.00

£5.00 • 75453 • 6522A • 62256ALS £10 • 75159 ● 62256P-12 £8.50 ● 8271

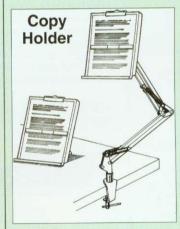
• 9637 €2.00 · 6818 €4.00 • 6845SP £6.00 • ICL7673PA £3.00 Acorn Speech Synthesizer package complete, for the **BBC B Microcomputer** Special Offer

User Port Splitter Unit



Gone are the days when you had to plug and unplug devices from the User Port. This extremely useful little device allows two units to be connected to the User Port simultaneously, and select between them simply by toggling a switch. This device is particularly useful for those people using Quest Mouse and the Watford Video Digitiser or any similar combination

Excellent Value at £22



Whether you want to type in your latest program or the draft of a new trilogy, Watford's manuscript holders are superb for holding your paper at the ideal height and angle to allow you to read and type in ease and comfort.

Available in 2 full A4 versions, desk resting and shelf clamping. Paper is held firmly by means of a plastic retaining ruler and a clip grip.

> Desk Top £8 Angle poise £12



50p

£3.00

£39

Copy holders as NEW above but with a battery operated, remote controlled

hand or foot pedal.) (Batteries 2 x AA not included.)

> Desk Top £15 Angle poise £20



TEX EPROM ERASERS

EPROMs need careful treatment if they are to survive their expected lifetime. Over erasure of EPROMs very rapidly turns them into ROMs! The TEX erasers operate following the manufacturers specifications to give the maximum possible working life by not erasing too fast.

- ERASER EB Standard version erases up to 16 chips.
- ERASER GT Deluxe version erases up to 18 chips. Has automatic safety cut-off to switch off the UV lamp when opened.
- Spare UV tubes.

ROM Extraction Tool

This extremely useful tool allows you trouble free chip insertion and removal from your computer by distributing the removal force over the whole body of any 24 or 28 pin chip.

Metal Chip Extractor

£3

Servisol Foam Cleaner

This king size multipurpose foam cleaner spray is ideal for cleaning Keyboard, Monitor, Disc Drive & Computer furniture surfaces.

Antistatic Aerosol Spray

Ideal for cleaning and preventing static build-up on TV/Monitor Screens

£3

Aerosol Dust Spray

Ideal for removing dust & dirt from Keyboard & similar inaccessible

OFFICE MASTER

- CASHBOOK
 FINAL ACCOUNTS
 - MAILIST EASILEDGER -
 - INVOICES & STATEMENT

All this for only £21 (Disc)

OFFICE MATE

 DATABASE SPREADSHEET • BEEBPLOT

Only £10 (Disc)

and the PRC Mines

spares for BBC Mile	
JHF Modulator	£4
Speaker £3; Speaker Grill	£1
Keyswitches	£1
16MHz Crystal	£2
17.734 MHz Crystal	£2
32.768MHz Crystal	£2
Replacement 17 way Flexible	
Keyboard Connector	£4
BBC Master Power Supply	£59
BBC Master Keyboard	£62
BBC Master Casing	£49

Refurbished BBC B Spar	es
BBC B Casing	£19
Clear Perspex Keystrip Holder	£3
BBC B Keyboard	£35
BBC B Power Supply	£42

BOOKS (No VAT on Books)

15 Hr Wordprocessing BBC/View	£6.95
15 Hr Wordprocessing BBC/WW & WW-	+ £6.95
30 Hour BASIC (BBC Micro)	£12.95
1st Word Plus - Mastering	
	£13.95
1st Word Plus Rel. 2 Manual	£10.00
A3000 Technical Reference Manual	£29.00
Acorn DTP A Guide to	£17.00
Advanced User Guide for BBC	£10.95
Archimedes 1st Step - Beginners Guide	£9.95
Archimedes Assembly Language	£14.95
Archimedes Basic V Guide	£9.95
Archimedes BBC Basic Guide	£20
Archimedes DTP Manual	£10.00
Archimedes Operating System	£14.95
Archimedes Risc-Os Programmers	214.00
Reference Manual	£79.00
Assembly Language Quick Ref.	£21.95
BASIC 2 – User Guide	
	£2
BBC Micro – Within the	£11.95
BBC B Micro User Guide	£15
BCPL User Guide	63
Budget DTP on the Archimedes	£12.95
C Big Red Book of	£8.95
C – A Dabhand Guide (Archi) C – A Dabhand Guide to	£14.95
C – A Dabhand Guide to	£14.95
C Programming Lang. 2nd Edition	£24.95
COMAL – Introduction to	£9.50
Deutsch Direkt! (Book only)	£5.95
DISC FILING SYSTEM (DFS)	
Operating Manual for BBC	£6.95
FORTH on the BBC Micro	£9.95
ISO-PASCAL Reference Manual	£9.95
Master 512 Guide - Dabs Press	£9.95
Master Operating System	£12.95
Master Reference Manual Part 1	£14
Master Reference Manual Part 2	£14
Master Reference Manual – Advanced	£14
MINI OFFICE II – A Dabhand Guide	£9.95
Mouse User Guide to BBC Micro –	19.95
	05.05
the Complete	£5.95
Example Programs on Disc for above	£4.95
PASCAL Programming	£10.95
Risc OS Style Guide	£9.95
RISC Technical Manual 260 pg	£14.95
Understanding Interword –	2.20
A Beginners Guide	£4.95
View 3.0 User Guide	£10
View Guide (View 2.1)	£5.00
View, Viewsheet & Viewstore - Masterin	
VIEW Dabhand Guide	£12.95
Viewsheet User Guide	£10
Viewstore User Guide	£10
Z88 – A Dabhand Guide	£14.95
Z88 Computing	£9.95
Z88 Magic	£14.95

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Running WORD 2 for Windows

Using WORD 2 for Windows 2e

Carriage on Books vary between £2 to £4.00, depending on their weight

ACORN to PC

Stop the Confusion!

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Although Acorn machines (such as the BBC B, the Master, the Archimedes) are mainly used in education, most commercial computers use other operating systems, particularly MS-DOS. As a result school computer users are at a disadvantage when moving into 'business' computing. PCs and other commercial computers use MS-DOS as the operating system, so commands for formatting, copying, backing up, printing and the modem are not the same. Even file names are written differently! And did you know that there is one Acorn command which, if used in MS-DOS, wipes everything in the current directory?

'ACORN TO PC' enables you to change over painlessly. It shows clearly and quickly how, why and where the two systems (Acorn and MS-DOS) differ. As with a foreign language dictionary, you can use the book to transfer either way – from Acorn to MS-DOS, or from MS-DOS to Acorn.

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It is possible to gain a full understanding of the mouse from this manual. For those not interested in exactly how the mouse functions, complete example programs are also included.

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So you bought yourself a new printer, because the salesman in the shop showed you how clever it is and impressed you with all sorts of printouts to show its capabilities – he may even have offered you a special price.

However, now that you have got it home and connected it to your BBC microcomputer, you are wondering how to make it perform these magical tasks. The manual seems to give no clues, and when you type in the example programs, the computer throws the LPRINT statements back in your face.

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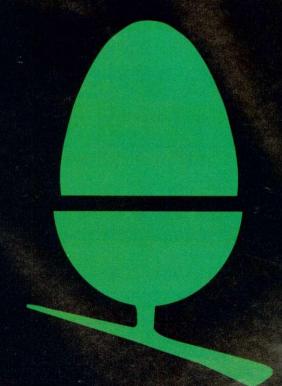
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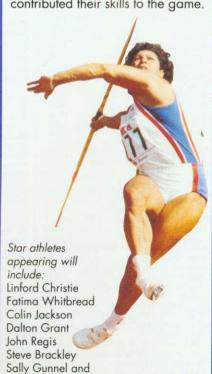
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Visitors to the show will be able to view Acorn's new portable computer, the A4. And with rumours of additional new products from Acorn, the show could be your first chance to see them



MULTIMEDIA APPLICATIONS

With the development of CD-ROM and Acorn Replay, there will be opportunities to view the latest multimedia applications for educational and other uses



NEW SOFTWARE

Education, games, home accounts, business, DTP, graphics....whatever your interests, there is a host of new software packages on show to see and try



GAMES GALORE

As well as Quest for Gold, there will be a host of new and exciting games for you to try at the show. Don't miss your chance to play the latest 'shoot 'em ups' and adventures

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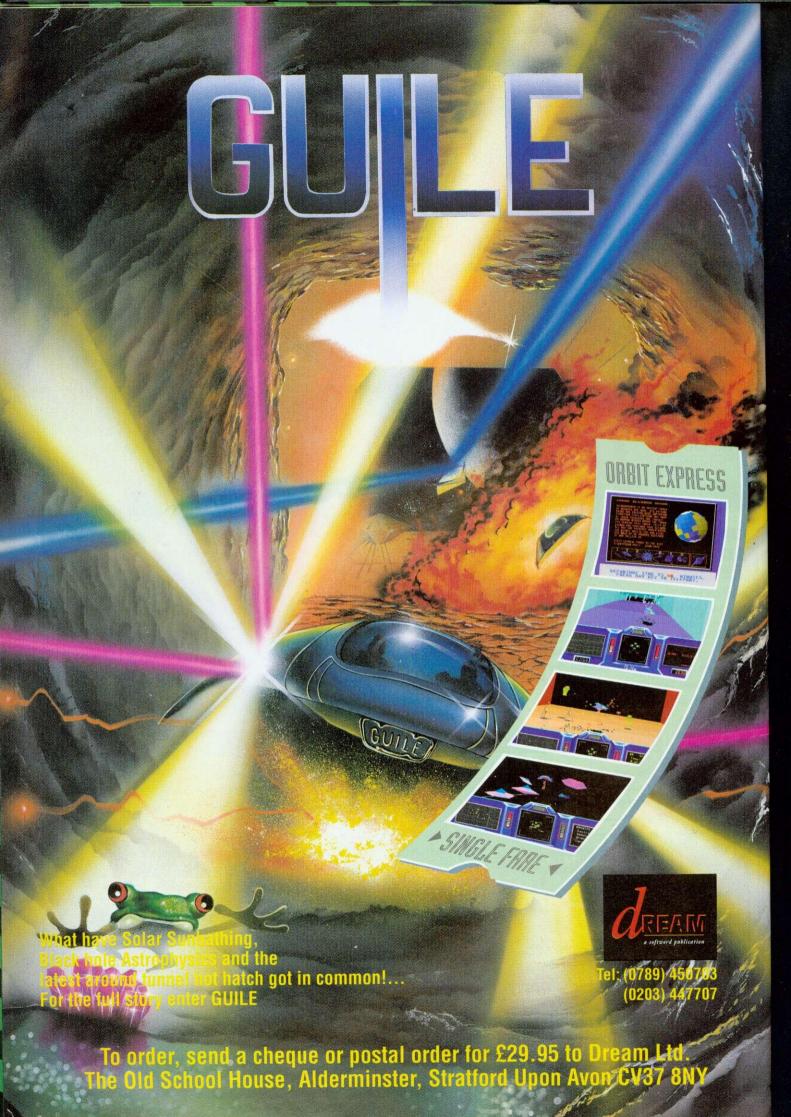
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NEW ACORN MACHINI



THE MAGAZINE



THE VENUE

WELCOME TO THE BBC **ACORN USER SHOW**

The BBC Acorn User show 1992 kicks off at Wembley in October.

Barry Monk introduces some of the highlights

chool work, business, word processing, games, desktop publishing whatever you want to do, you will find something to interest you at the only major consumer show dedicated to Acorn computers.

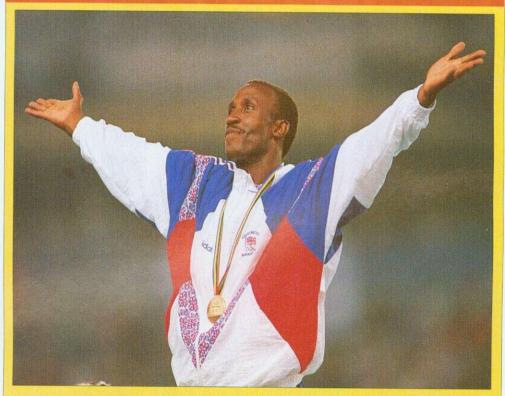
Whether you currently own an Acorn computer, or are fascinated enough by details of the new range of Acorn machines to want to know more, you can't afford to miss this year's show. It covers the whole exciting world of Acorn, all under one roof.

Sponsored by BBC Acorn User and supported by Acorn Computers, this year's show will be bigger and better than ever before, with a host of new products, presentations and the appearance of star celebrities.

The venue will be hall three of the Wembley Conference and Exhibition centre in London, which is larger than the hall used at the same venue last year. Facilities for visitors will include more efficient admittance, with a separate entrance for advance ticket holders (see the coupon on page 54 for advance ticket applications). Additional aisle space will allow give everyone, visitors and exhibitors alike, a lot more elbow room.

Over 70 exhibitors from the Acorn marketplace will be there and many new products, including the latest new range of machines from Acorn, will be seen at the show. Indeed, the show will be a launch pad for many new items of hardware and software for visitors to try as well as see.

Key activity features will include: a special show theatre, running continuous presentations; live demonstrations of the latest Quest for **GO FOR GOLD**



Quest for Gold is the recently-launched Olympic athletics simulation for Acorn 32-bit machines, and it is included as part of the Acorn A3010 package.

The simulation, which allows players to play a variety of track and field events, was put together with the help and advice of top athletes, including Fatima Whitbread. Several star names from the recent Olympics are included in the simulation, including gold medal winners Linford Christie and Sally Gunnell.

Thanks to Acorn's sponsorship of the Chafford Hundred group, an athletics organisation designed to help young athletes, many of the star names who featured in the simulation will be at the show. But they won't just be there to sign autographs - you will be able to see them playing the simulation and you can pitch your skills against theirs. A big screen presentation in the show theatre will bring the full excitement of the Quest for Gold to life - and, who knows, you might end up beating an Olympic champion yourself.

Gold athletics simulation, with guest appearances from Olympic medal-winning athletes and a special education section, where teachers, pupils and parents can talk with Acorn about the latest educational products and activities which the company is developing for schools.

Active projects undertaken by the schools themselves will include a motivated team of 'newshounds' who will be producing a BAU show newspaper on location.

Look out for the show 'passport' in this issue of BAU, and you may win a fabulous holiday or one of several other great prizes.

We hope to see you at the show - you're sure of a great welcome.

IN THE THEATRE

The big-screen theatre, which is sponsored by disc manufacturers TDK, will feature a full programme of free presentations, both live and recorded, throughout the show. Details have yet to be finalised at the time of going to press, but below is a schedule of planned events. We advise you to

check at the theatre upon arrival at the show for further details.

The daily events in brief, are 10.30 to 11.00: Quest for Gold Your chance to play this exciting athletics simulation

11.00 to 12.20: DTP

Helpful and practical advice on making the most of desktop publishing on Acorn machines 11.30 to 11.55: Games

The latest games for Acorn machines

12.00 to 12.20: Education Advice and help on using

Acorn machines in the classroom

12.30 to 12.50: Quest for Gold 13.00 to 13.20: Acorn

Details of new products from

13.30 to 13.50: Games 1400 to 1420: TDK

Information on disc making from TDK

1430 to1450: Quest for Gold 1500 to 1520: Questions Answers

Helpful answers to your problems

1530 to 1550: Games

1600 to 1620: Music

How to make your Acorn machine sing

1630 to 1650: Quest for Gold The Trojan 1700 to 1720: Mouse, a BBC television programme charting 10 years of the BBC micro

SHOW PASSPORT

Want to go on a great free holiday? Then don't forget your passport - the BBC Acorn User show passport, that is. In association with Acorn Computers and some of the key exhibitors at the show, we have produced a special show passport which you can use to tour the stands of the show. Your passport will be stamped at appropriate stands and you can then enter a free prize draw to win a family holiday.

You should find a copy of the passport inside this issue of BBC Acorn User. But don't worry if you don't - you can pick up a copy when you arrive at the show. Please note that the passport is not an entry ticket to the show.

NEWSHOUNDS

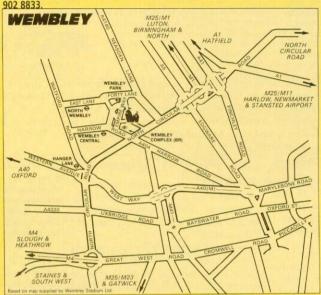
Pupils from St Bede's School in Cambridge will, as they did last year, be producing a special show newsletter, using ESM's Desktop Folio DTP package.

This year, the young team hopes to prepare a newsletter the day before the show opens, so that visitors can be given a sneak preview of what will be happening.

The newsletter will be updated every day, so be prep-

GETTING THERE

The BBC Acorn User show will be held in hall 3 of the Wembley Conference and Exhibition Centre, Empire Way, Wembley HA9 0DW. Tel: 081-902 8833



By road: The centre is situated close to the A406 North Circular road. There is on-site parking for 6,000 cars. Advance ticket holders will receive details of parking locations and costs with their tickets. By rail: Wembley Stadium station is on the Chiltern line between Marylebone and Banbury. Wembley Central station is on the Euston and Watford line and the Euston and Milton Keynes/Northampton line By Underground: Wembley Park station is on the Metropolitan and Jubilee lines. Wembley Central station is on the Bakerloo line By bus: The 83, 224, 226 and 297 provide connections between Wembley Park and Wembley Central station. The 92, 18, 182 and 204 services provide connections between Wembley Central rail station and the no 83 links Wembley Park with the centre. Bus no 18 also provides a service with Marylebone Road and Baker Street.

ared to see groups of hungry young journalists on the trail of hot news around the show. Visitors to the newshounds' office will be able to see how the newsletter is laid out and printed using the Acorn-based DTP system.

BEST OF *INFO

As well as copies of the latest issue and back issues, we also hope to be compiling a Best of *INFO disc which will feature some of the best programs from our regular programming column. Also planned is a package encompassing our recent series on sound on the Archimedes, which include issues and discs. Packages will be limited in supply, so be sure to come to our stand early for yours.

TICKET DETAILS

Tickets will be available on each day of the show, but you can save money by applying for your tickets in advance. There will also be a special entrance for those who hold advance tickets. Prices are as follows: Adults: £5 advance, £6 at the door. Under-16s: £4 in advance, £4.50 at the door. Two adults and two under-16s: £15 in advance, £17 at the door Advance ticket applications can be made using the special order form which can be found on the advertisement on page 54 or credit card orders can be made by calling (0737) 814713.

OPENING TIMES

The show will be open at the following times.

Friday, October 16: open 10am to 6pm

Saturday October 17: open 10am to 6pm

Sunday October 18: open 10am to 5pm

The BBC Acorn User show is organised by Safesell Exhibitions Limited, Market House, Cross Road, Tadworth, Surrey KT20 5SR. Tel: (0737) 814084.

BBC ACORN USER STAND

The editorial team of BBC Acorn User will be at the show to meet readers and to offer advice and help to both new and experienced Acorn computer users. One key feature will be the Questions and Answers booth, manned by our expert, Richard Garrett. Richard is best known as the regular guru of our Q&A pages and will be pleased to answer readers' questions. Look out, also, for our special Best of *INFO disc, which will feature many of the best and most exciting programs from our regular programming column.



Arc Angles demo called 'Swiss Section'.

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Richard G. Hallis

Dirk-Willen van Gulik Jan Tijmen van Gulik Paul Hallam Matthew Farrow Ben Brown Richard G. Hallis Various authors

Arc Angles Bob Harding.

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SHOW HIGHLIGHTS

For Acorn watchers, the BAU show is the most exciting event of the year. lan Burley gives an insider's view of what to see and where to go

ith no less than four new computers from Acorn on show for the first time, plus revisions to the existing machines, this year's BBC Acorn User Show is not to be missed for this reason alone.

However, the BAU show is also the traditional event for major product releases from the ever growing Acorn software and hardware industry. Our show is the place to see what's new, grab some bargains, be impressed by state of the art innovations and meet your fellow enthusiasts. So to make sure you make the most of the show, here are a few of the highlights . .

Number one in our list of highlights is, of course, the Acorn stand, complete with the new machines. The new A3010 starts at just £499, including VAT, and can plug into your television via a supplied UHF adapter. Despite being cheaper than the A3000 it replaces, the A3010 is 50 per cent faster and has a built-in interface, 1.6Mb floppy drive and the latest version of the Acorn operating system, Risc OS 3.1.

Acorn Risc power has never come cheaper, so look out for the A3010 - it is easy to spot, as it has distinctive green function keys. There should be A3010s in plenty, all doing their stuff at the show, and Acorn promises to stock up with lots for customers to take home with them.

The classroom version of the A3010 is the A3020. It looks the same as a A3010 externally except that the function keys are red, like the old A3000. You won't find a joystick port on this version, instead there's an AUN (Acorn Universal Network) socket for Acorn's new hybrid Econet/ Ethernet networking strategy.

Looking like a half-height A5000, the final new Riscbased member of the Acorn family is the A4000, which shares the electronics of the A3020 but in a more professional three-box configuration with a separate keyboard.

Perhaps the most surprising debutante at the show will be Acorn's new PocketBook computer, a thinly disguised Psion Series 3. However, the disguise is more than just skindeep - Acorn has reprogram-



The biggest stir this year should be the new A3010

med the built-in suite of software by adding a spreadsheet and the necessary drivers to enable the PocketBook to conveniently trade files with a more conventional Acorn Risc computer. Once you've played with one of these little beasts it's difficult to let it go!

Don't forget to check out the revised A5000, which now comes with 80Mb and 120Mb hard drive options. Network managers will no doubt want a peek at the new floppy-only A5000, designed just for them.

There's even good news for those of you who are not interested in replacing their Arcs just yet, since Acorn has announced the availability of Risc OS 3.1 upgrades for all Archimedes computers including the original A300 and A400 series.

Plenty of dealers should have these for sale, and you can see the latest features of Risc OS 3 demonstrated on Acorn's stand. Usually, all that is required is a change of Rom chips, but early A400 and A300 series computers will

EUREKA!

Most Arc users have been satisfied with the range of spreadsheets available to them, headed by the excellent and flexible Pipedream from Colton Software and Schema from Clares. However, a third force has entered the fray in the form of Eureka from Longman Logotron.

Microsoft Excel users should be very much at home with Eureka and it will be on the Longman Logotron stand at the show. Longman Logotron will also be offering an update of its Magpie multimedia application, and the latest in the Revelation series, Revelation 3.

Rival Colton, meanwhile, is remaining tightlipped about its latest mystery product.

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6	Sheila	96	95	92		283	94.33	
7	Graham	82	87	. 88		257	85.67	
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also require a small carrier board and Acorn does a special kit for these computers. Apparently, Acorn wants everyone to use Risc OS 3 as soon as possible, and the price is set to go up next year, so this could be a good time to make the upgrade.

MULTIMEDIA

Acorn is working hard to establish itself as a leading multimedia platform and *Replay*, Acorn's real time video display system, spearheads this campaign.

No other video window system offers comparable performance to *Replay* at anywhere near the price. *Replay* is being exploited by an increasing number of multimedia software developers and publishers, most commonly in CD-Rom publications.

Acorn also plan to release two DIY *Replay* systems: one for software developers and one for home users. They hope to be showing a prototype for the first time at the show.

For some advice on the array of CD packages around, Cumana is well worth a visit. The company will not have its own stand this year, but has taken space on the Acorn stall. As well as a range of recently released CD-Roms, Cumana will be showing its new user-friendly *Easishare* networking software. Look out, too, for new CD-Rom releases from Dorset-based Spacetech, who market the amazing planetary

data system from NASA. Other definites to check out include the Advanced Computer Services stand. They will be sharing their stand with newcomer State Machine and its new enhanced colour graphic cards, offering fast 256 colour high resolution screen modes with an expanded 16.7 million colour palette.

Watford Electronics will no doubt be selling inexpensive Arm3 upgrades, but the main attraction there will probably be the eagerly awaited debut of its PC card.

Rival PC card maker, Aleph One, which is closely linked to Atomwide, is rumoured to be coming up with some exciting enhancements to its product range, and there may be more details at the show.

On this stand you will also find the latest range of Ethernet networking hardware, including the new Acorn A4 card, plus Aleph One's recently announced modular file transfer system *RemoteFS*.

Risc Developments has Ovation 2 to show off, as well as the latest expanded version of its Desktop Thesaurus and the new mouse and keyboard input recorder, Playback. Other show-stoppers from Risc Developments should be Masterfile 3, the latest database for Risc OS users, and Spectra, a new colour scanner.

The Serial Port will no doubt have some very interesting offers on IDE and SCSI

GAMES

Acorn's new A3010 has already been dubbed the Acorn games machine and, at long last, the quality of games being produced for the Archimedes has reached a consistently high quality. Last year *Elite* for the Archimedes stole the show. Could this year's show-stealer be *Populous*? For some tips on what might be this year's hit, turn to page 178 for our games experts' advice.



Populous: this year's show-stopper?

hard drives, plus those new 21Mb floptical drives and also look out for an Econet SCSI interface and replacement PC keyboards.

Colton Software is keeping tight-lipped about its stand, but we have been promised a major new product launch at the show and it will be something entirely different from the firm's mainstay until now, the highly successful *Pipedream* spreadsheet-cumword processor.

The highlight of Ian Copestake Software's stand will be *ColourSep*, a good value colour separation package costing £25 for people who need to produce colour printed output for professional printers. Equivalent packages in the PC world cost as much as 20 times more than this!

Clares Micro Supplies has been fairly quiet for a while, but new products will be in abundance on their stand at the show. These include a new Midi Sequencer called Serenade, a Midi drum sequencer called Rhythm, a data manipulation and presentation package called Plot, and last, but not least, a long-awaited revamp to Knowledge Organiser, which is now fully Risc OS compliant.

Naturally we can't include all the highlights from each and every one of the 70 or so stands. Some new products will not be announced until the show opens, so there will still be plenty to discover for yourself. Teachers will find the educational highlights of the show on page 67.

And last but not least, you can meet the BBC Acorn User staff on their very own stand in the centre of the show area , . don't forget to come along and say hello!

COMPUTER CONCEPTS – THE LARGEST STAND

With the biggest stand at the show – even bigger than Acorn's – Computer Concepts has a lot to say at this event. The highlight of Computer Concepts' stand is a demonstration theatre wherevisitors can sit down and enjoy detailed presentations of the company's latest products. Those products will include TurboDrivers for fast ink-jet printer output, the latest version of *Impression*, CC's *Compression* disc filing system for saving disc space and, hopefully, a long awaited rival to Risc Developments' *Thesaurus* utility.

Computer Concepts is also adamant that its extremely ambitious and accomplished ArtWorks drawing package will be ready to ship at the show. CC should also be a good bet to see some vivid colour printing courtesy of their ColourDirect printer, ably backed up by the monochrome LaserDirect printer range. Then there's FaxPack and the ScanLight scanner range and a lot more. Wild Vision, which Computer Concepts took a stake in earlier this year, will also be sharing space with CC to exhibit its latest video digitising and genlocking hardware.



A bite at the Artworks apple, printed by ColourDirect

THE

SHOPPER'S GUIDE

here's no denying that the BBC Acorn User show is usually a bargain hunter's paradise. Many companies offer special discounts and some visitors have saved all year to net a bargain.

But it's quite amazing how fast time flashes by at an event where there is so much to see. So, with time at a premium, it certainly helps to know what to keep an eye out for.

PRINTERS

Think carefully before buying a dot-matrix printer. Unless your budget is extremely tight, or you need to use carboncopy stationery, a dot-matrix can be slow, noisy and the print quality is often bettered by ink-jet printers which are only slightly more expensive.

As for inkjet printers, Hewlett-Packard's DeskJets are solid and dependable, but rather large. Canon has recently eaten into HP's ink-jet market with its popular BubbleJet range. From around £220 plus VAT, models like the BJ10ex and the newer BJ20 offer portability and print quality nearing that of a laser printer. They are not the fastest printers, especially when printing outline fonts and graphics. but a new TurboDriver from Computer Concepts largely solves this problem. Other good inkjets come from Olivetti and Fujitsu.

For the very best printing quality, you need a laser printer. These have become much more affordable but, once again, the problem of printing Acorn fonts and graphics remains. Even with a laser printer, this can be very slow as a lot of data must be squeezed through the printer interface. If you can afford it, go for a LaserDirect or ArcLaser compatible printer.

These are supplied, with interfaces, by Computer Concepts and Calligraph as Computer well as appointed dealers. The cheapest printers of this type

The BAU show is the ideal place to try before you buy, or to pick up a bargain. Ian Burley offers a few hot tips



Bargain hunting was a hectic business at the last BAU show

cost about £900, but they give the performance and print quality of printers several times the price.

If high quality colour printing is important to you, take a look at Computer Concepts' ColourDirect, which is based on the Canon BJC800 colour ink-jet. Another colourful newcomer is the Integrex Colourjet Series 2, a compact ink jet which comes complete with a Risc OS driver.

MONITORS

There are two types of monitor for the Arc; the standard resolution type which is limited to a vertical resolution of 256 pixels and the multiscanning or multisync type. The former is a modified TV tube. Standard screen modes like 12 and 16 can be used with these monitors and most games can run with them.

With a multi-scanning monitor, you can introduce screen modes with more vertical resolution, say mode 20 (512×640 pixels). The maximum resolution offered by multi-scan monitors on the

Archimedes is usually either 800×600 or 1152×448 pixels, though special high-resolution monochrome monitors can go as high as 1280×1024.

It's important that if you want to retain the use of standard resolution modes for games, your multi-scanning monitor can scan to as low as about 15KHz. The ideal range is about 15KHz to 39KHz. Some PC multi-scan monitors scan between 30KHz and 60KHz, which is fine for highresolution modes, but you can say bye-bye to those games!

Don't expect a cheap VGA PC monitor to work without a specially-made lead and, even with one, only a few of the Arc's many screen modes will be compatible. It is advisable to fit a device known as a Vidc Enhancer, since this changes the clock rate of the Arc's video chip to make it compatible with high resolution screen modes.

Check the actual screen quality of the monitor you choose as different makes and models can vary considerably. Some, like Watford Electronics' Aries MC range offer a microprocessor controlled mode memory for preset adjustments, available at the touch of a button.

HARD DISCS

There are three hard disc standards available to Arc users. The oldest and least desirable is ST506. This is fitted as standard to A400 series machines. Most people aspire to either a IDE or SCSI hard disc these days.

The former is cheaper but less versatile than the latter both are faster and offer larger disc capacities than ST506. If you might one day want to attach another SCSI device or two, like a scanner or CD-Rom drive, go for SCSI. Alternatively, IDE is the standard Acorn has now settled on.

Small 20Mb, or even 40Mb, drives these days are a false economy. They will fill up in no time. 100Mb drives are currently probably the best value.

BITS AND PIECES

Arm3 upgrades are very handy. Arm3 boards are all much the same, so choosing one will usually boil down to the price and size of the board. Personally, I'd go for the smaller surface mount examples from companies such as Watford Electronics or Aleph One. If you're buying a Risc OS 3 upgrade, an Arm3 will boost it noticeably. Prices have fallen dramatically over the last year to around £200.

As for memory upgrades, the story here is much the same as for the Arm3. Prices have fallen and there is plenty of competition. For some users, you just need the basic memory chips. Other computers, like the A3000, will require special daughterboards. You'll find that 4Mb upgrades are on the whole better value than 2Mb ones, while 8Mb upgrades are complex and expensive - but nice to have if you can afford them.

ANCESTRY

Ancestry allows full Ancestors, Descendants or even user defined reports to be printed. Zoom in on a subject's card containing extra data regarding marriages and immediate family. Facility to add your own file with more details eg. interests/life history. Prints family trees sideways in traditional layout. The comprehensive searching facility allows you to preview or print a chart of just one branch of the family if required. Digitised or scanned pictures can be imported in the form of sprites and displayed on the cards.

£69.00



£39.00

Keep your home or club finances in order. Full control of multiple bank or building society accounts including credit cards. Home Accounts also caters for standing orders and transfers. Powerful bank reconciliation, warning indicators when limits are exceeded and budgeting facility to assist cashflow prediction. Facility to categorize outgoings ie. rates, insurance etc., as required allowing a full breakdown of costs. Graphs of budgets and expenditure can be



£85.00

ATELIER

The definitive art package for the Archimedes allowing stunning graphics to be created easily and professionally. Advanced features allow anti-alias squashing, rotation of areas into any quadrangle, sprite and brush patterning. Further features allow television style techniques to even wrap a picture around a wine glass or map an image onto any definable 3D surface. A smoothing brush and other useful digitised picture tools are available to make this one of the most sophisticated art packages on the market.



£79.95



All prices ex. VAT

PRIMEART

PrimeArt is a 256 colour art package with on-line help designed for use with Primary and Special Needs Children. Menus can be tailored to suit a particular class or individual child. Sprites can be imported and saved in a viewing window and can be used to paint, produce stunning tiling effects, be placed anywhere on screen and even rotated and resized. This allows children to build up pictures from the sprite library. eg. a farmyard scene by placing sprites of animals onto a background picture. Poster size prints available.



Send for our separate games sheet which lists 17 games for the Archimedes range of computers. Priced at £9.99 and £12.99 they represent great value for money.





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Toolbox Sampling: 1x1=256 levels Sharpen.Low \$ A none > 2x2 Current greymap Output > 4x4 > Monochrome > 16 greys Rotate > 176 greys **RRP Scanner and software** 45 £595+VAT+ £10 Carriage+VAT (£710.87) 256 greys Optional SCSI interface card More... Update Cancel

£150 +VAT (£176.25)

The main ScanLight control panel, offering various sample sizes, enhancement options, rotation control, and an editable grey-map curve in the centre.

new version of the ScanLight Professional, offering improved software, a new, more compact scanner, higher resolutions and a greatly reduced price.

ScanLight Professional is our top of the range flatbed greyscale scanner. It offers up to 600 dpi, A4, 256 grey-level scanning (1200 dpi 16 grey-levels and monochrome) in a device that is not much larger than a sheet of A4. The ScanLight software provides all the facilities required for the most sophisticated image manipulation and enhancement. This scanner can be used for producing 'magazine quality' typeset greyscale pictures. The perfect partner for top end DTP.

The ScanLight range of scanners offers several unique advantages alternatives. All image manipulation and enhancement can be performed directly on the original scanned image data. It does not need to make more copies of the image, and since 256 grey-level images can be very large indeed this can make the difference between being able to scan what you require and not.

Other ScanLight features include:

- Continuous on screen dithering to produce the best possible screen image
- Simple brightness and contrast controls
- More advanced curve based grey-map control
- Instantaneous image rotation by any angle
- Dozens of image enhancement options such as sharpening
- Supports the new RISC OS 256 grey-level sprite format
- Scan any selected area of the image
- SCSI based scanner compatible with all Acorn compatible SCSI cards, known to work with Oak, Lingenuity, Morley and Acorn SCSI cards



Compatible with RISC OS 2 and 3 4MBytes RAM minimum recommended

EDUCATION ON SHOW

The BAU show is vital to education. We asked the experts to see what's on offer

ducation is Acorn's bread and butter market and well represented at the show this year. Highlights include the new A3020 computer, which is specifically tailored for the classroom plus the official introduction of Acorn's Universal Networking (AUN) strategy. AUN offers the choice of the powerful Ethernet standard or traditional Econet connectivity, while retaining a common user environment that will be familiar to existing Econet users. The A3020 and its 3-box sibling, the A4000, both have optional support for AUN instead of the consumer A3010's joystick interface.

Acorn has set aside a special stand designed to cater for enquiries and discussion with teachers and parents. Acorn's education staff, including the new head of Acorn's education division. Peter Talbot, will be on hand so if you have any fundamental questions about the use of Acorn computers in the classroom this could be the place to head for.

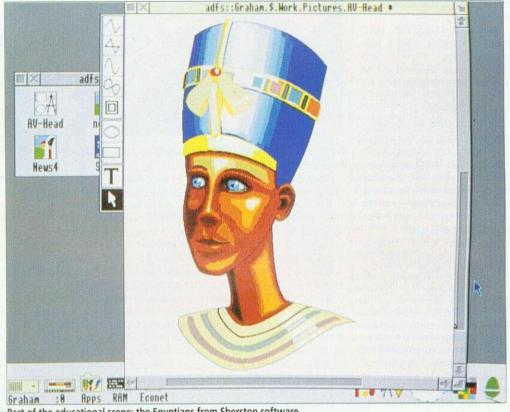
EDUCATION SUPPLIES

Longman Logotron will be showing a new version of the Magpie multimedia package, now compatible with Acorn's Relay motion video system and four new Landmarks titles.

There's also a joint effort with BBC Enterprises which has produced Geordie Racer, an adventure game for the Arc based on the Look & Read BBC School TV series.

Longman Logotron will also feature PenDown Plus, the big brother of its popular Pen-Down word processor.

Sherston Software promised a range of special show prices for its numerous education titles. Here you will be able to see Simon Hosler's Crystal Rain Forest and Arcventure II - The Egyptians, an archaeological expedition into Egyptian times. Sherston has also developed a new Help



Part of the educational scene: the Egyptians from Sherston software

resource pack for people who need to familiarise themselves with Risc OS 3. Junior educational software for original eight-bit BBC Micros will also be shown.

Storm Educational Software will have a special feature on its stand at the show - a program to chart the progress of the British Steel Challenge 28,000-mile yacht race. The role-playing program is called Round the World Yacht Race and lets children plan and calculate the passage of a boat from Southampton to Rio de Janeiro and on to Tasmania, Cape Town and then back to Southampton.

Triple 'R' Education, in association with The Fourth Dimension, will be showing its 10 out of 10 series of subjectbased educational software packages. The series spans the age range from Junior to GCSE level. Unique to the 10 out of 10 series is a continuous automatically updated log of a particular student's progress. Up to 64 children can be involved at a time.

Pen and Think is a newcomer to the Acorn fold and the family-run company's two programmers are the sixthform sons of the proprietor, Bill Leedham. Mr Leedham is a former head of a county learning resources service and he is now lending his expertise in the field to anybody who he can help. Pen & Think can provide software, ideas and design for a variety of applications including audio-visual presentations, worksheets, guide books, as well as a comprehensive DTP service based around Impression 2.

Cambridgeshire Software House will be showing its Colournaster Imaging System, based on the latest hi-band Canon Ion Professional still video camera. There is an open invitation to have your picture

taken. Also on the stand will be demos of the cross-curricuhumanities simulation Frontier 2000, including a new CD-Rom version and the Gemini compendium of learning games.

Another interesting educational game will be debuted at the show from Gwyneddbased Wyddfa Software. Talking Pictures is described as a colouring book which can talk. We never had things like this when I was at school - which wasn't that long ago!

Ian Burley

In addition to the stands there is a large area for education projects. The exhibitions were developed in schools and are run by pupils from around the country - for a full program, visit the model classroom in the education area. Meanwhile to give you a taste, we asked three schools to tell us about their projects . . .

COMMUNITY TALK

In schools where many pupils do not have English as a first language there is always a need for word processors in other languages. This is not always easy - but if community languages are to be given their true place in schools then it is a problem that needs to be resolved.

A solution for the BBC micro first came with a program called Folio, with Guiarati fonts which could be used to set up a Gujarati word processor. The system used a keyboard overlay and a considerable number of characters was available. This system developed into Asian Folio and Punjabi, Hindi and Bengali were added. This provided an excellent start for those schools using Folio - even more so when a network version became available.

Languages which involve writing from right to left on the screen were still not catered for so at that point it was not possible to use Urdu. Another problem with Folio was not being able to have a mix of languages on the screen at the same time, so bilingual work was not easy. Nor indeed was it possible to have different fonts on the same page.

All this changed with the advent of the Archimedes and, at Alperton, a project was started to see how community languages could be used in IT. The progress which we have made to date will be demonstrated at the BAU show.

Electronic Font The Foundry (EFF) produced a series of fonts that included all of the above. The way that the Archimedes uses fonts allows the Gujarati font, for example, to be loaded in the same way as any other font, so paving the way for single language document processing straight forward bilingual work. If necessary the community languages can be placed side by side with English, or indeed any other language.

Asian fonts such as Gujarati require a keyboard driver to allow access to the full range of accented and half characters - many languages have far more characters than English. produces keyboard drivers not only for their comSCHOOL SUCCESS



North London school, Mill Hill, will be providing a number of projects to entertain the public.

We've all seen clip art, but at the BAU show there will be a unique chance to get hold of some some 'clip photos'. Bring along your friends and family to the videosnaps stand and Mill Hill school will do the rest. The videosnaps stall is set up to transfer video images on to the screen so, when you approve of the screen picture, the image is saved onto disc as a spritefile. Take it home and drop it into your own DTP packageto use in letters. birthday cards, personal stationery, CV's - the list is endless.

A printout service will also be available. There is a small charge, which is smaller if you have your own empty disc: all profit goes to charity.

Also provided by Mill Hill School is the Product Locator, a database of all the products, all the exhibitors and all the stands at the show. It is set up and run by a local school, using new software each year. Simply key in details of the product sought and the output is a choice of directions or a printed map. In 1991 Magpie by Longman-Logotron was used and the results were excellent. There was much positive feedback from both visitors and the pupil-exhibitors. This year the new version of the Squirrel query database will be put through its paces. Come and try it!

Late on Saturday and Sunday, two pupils from Mill Hill school will be showing off their own education software programs. The two packages were written in an attempt to prove that Basic 5 can be used to produce high quality software. Simon had very little programming know-how before he started his project, but in a few months he knew enough to write a talking circuit designer.

The second program was written by Nicholas Mailer who began his Molecule Poster package as an early GCSE project. Nicholas was so fed up with the SYS commands during this time, that he developed his own windowing system in Basic.

> **Bruce Dixon** Mill Hill School

munity language fonts but also for some European languages. Instead of a keyboard overlay, EFF produces keyboard maps which sit beside or behind the key board. This is not as problematic as it may seem. The Gujarati characters are allocated to their nearest phonetic equivalent so, if there is a soft and a hard 'T' in Gujarati, then they will be allocated to the 'T' key on the standard board. It is our experience at Alperton that the students soon find their way around the keyboard and, at the show, they will be able to demonstrate this fact.

Phases 2 is also to be demonstrated at the show: a program that allows young children to do work in a variety of languages. For students arriving in this country with knowledge of English, but able to read Tamil, for example, the Arc offers them a form of communication, and a chance to learn valuable IT skills, without the need for a translator by their side.

At the show, students will demonstrate how Phases 2 can be used to produce documents in their community language or to produce bilingual teaching materials. This is also true of Pipedream 4 because it now allows rows of various heights in its documents.

We have produced work in Pipedream 4 and Desktop Folio, and while our demonstrations will be with Phases we hope to have work from other programs to show.

> **Stuart Smith** Alperton High School

EXIT POLL

If, during your tour of the BAU show, you bump into a team of keen students who insist on asking you lots of questions, then you have been chosen to take part in the Exit Poll, a project run by Oakland school. It's a survey, designed and carried out by a team of GCSE business studies students.

To carry out the survey, students have designed their own questionnaire to collect data from visitors. Among the topics that the questions cover are: which part of the country the visitors travel from; how they rate the show and the venue; whether they own a home computer; what use they make of it; and what their interests in computing are.

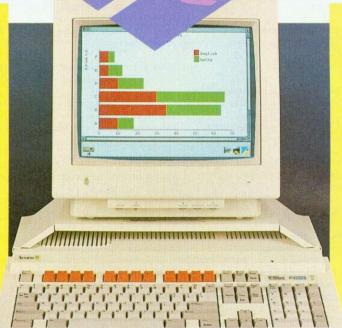
As there will be an expected audience of 10,000 over the three-day period, the research teams hope to interview roughly 150 individuals a day and input the data into BBC computers. Both questionnaire and database will be constructed at school using View and Inform on Master 128 computers. Graphmaker will also play a part in the proceedings - throughout the day the information will be displayed graphically to provide ongoing statistical information.

Back at school, during business studies lessons, the students will be looking at market research in business, the many ways in which to conduct market research, how to choose samples and construct a questionnaire.

We will also look at collating the results and how to organise and present them in a logical manner. Thus the entire project is directly relevant to the business studies syllabus, and also meets many Attainment Targets for Design and Technology.

Terri Chandler Oakwood School, Horley

THE PRINCIPLES OF PRESENTER TAKEN TO NEW **HEIGHTS**



Following extensive research amongst Presenter II and Hotlink Presenter users. Lingenuity is delighted to introduce Presenter GTi.

Generating a vast range of graphs and charts has never been easier. Data is entered and edited via a simple worksheet, and all graphs can be saved as genuine draw files and/or transferred into other applications.

Presenter GTi's Hotlink option gives the user the ability to communicate with other applications such as Pipedream 3 allowing relevant data to be updated continuously for the displayed graph.

EXISTING

PRESENTER FEATURES

Bar, Line & Pie charts 3-Dimensional displays Auto scaling Fast Hotlink transfer User definable layouts Full colour or monochrome graphs Supports CSV file format for loading and saving data

NEW GTI FEATURES:

Multiple Pie chart display Logarithmic axis scaling Regression line (Line-of-Best-Fit) data available: Constant, Gradient, t ratio, Residual value, R2 Function key short cuts Zoom option for graph display Multiple document capability Multiple view option File Information box Instant display of saved graphs

ENHANCED GTI FEATURES:

Wider range of Graph types:-

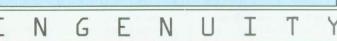
- 8 different types of Bar charts
- 4 different types of Line charts
- 3 different types of Pie charts Scattergrams
- 2 different types of area chart

Dynamic worksheet area. Comprehensive file information Auto Label/Data detection Easier-to-use data entry window Increased display options for all graphs Faster draw and screen update routines Grids available for all graphs Data point symbols - selectable Line patterns - selectable

Presenter GTi conforms fully to RISC OS guidelines and has been designed to be part of your essential productivity tool software library.

OFFICIAL EDUCATION ORDER SEL PS SILE ICENTES AV PURESHTESS)

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STAND BY STAND

Centre: Acorn Computers

The public debut for the new A3010, A3020, A4000, PocketBook computers and Risc Os 3.1 upgrades

Centre: Redwood Publishing

BBC Acorn User itself, plus sister magazine Educational Computing (Stand information correct at time of going to press)

26. Ace Computing

Best known for the 3D drawing and animation package, Euclid, plus colour printer drivers

73. Advanced Computer Services.

New colour graphics cards plus networking and accounting products

64, Aleph One

Combining with Atomwide -Ethernet and Archimedes PC cards, Arm3 and Ram upgrades, RemoteFS, plus a lot more

81. Apricote Studios

Risc OS Prophet accounting software

91. Archimedes World

132, Arm Club

78. AVP

Educational software

20. Beebug Ltd

Also Risc Developments - Masterfile III database launch. Ovation 2 DTP, IDE disc drives, Thesaurus.

81. Birdtech

56. Calligraph Ltd

ArcLaser direct drive laser printers

32. Cambridge International Software

Games galore

42. Cambridge Software House

110. CJE Micros

Computer accessories, including home grown Ram and Arm3 upgrades

74/76. Clares Micro Supplies

Schema, Render Bender and Titler plus newcomers like Knowledge Organiser 2 and more

16. Colton Software

Pipedream 4 and something new . . .

1/3/5/7/12/14. Computer Concepts

The show's biggest stand. From Impression and Artworks to Laser-Direct, scanners and fax cards

138. DD International

PC Emulator software - featuring the US version of Autoroute

88. Desktop Projects

Full range of Acorn hardware and software

34/36. Digital Services

The Squirrel database system

126/127. Dyad Ltd

116. Electromusic Research Music making midi expertise

43. Electronic Font Foundry (EFF) Need a font? They've probably got it

Education software - home of Destop Folio

134. Explan UK Ltd

106. 4Mation

Educational Software

121/122. Ground Control

Teletext adaptors, Ram and Arm3 upgrades.

30. HS Software

Junior Education software

18. Ian Copestake

Software galore plus specialities; ColourSep colour separation software and IDE hard drives

44. Icon Technology

EasiWriter and TechWriter word processing software.

Ram upgrade specialists.

104. Integrex Systems

Colour printing solutions.

Junior education software.

56. Irlam Instruments

57. Kendal Computer Centre

Arcounts and Payroll business management software.

112. Klein Computer

Showing what the Archimedes has achieved in Germany

94/96/98 Krisalis Software

Games, games games

9. Leading Edge

Hardware and software add ons developed by Vertical Twist

22. Lindis International

Acorn's export agent. New products include CADmust and TouchWindow

11. Longman Logotron

New Eureka spreadsheet, originators of PenDown, Replay version of Magpie multimedia and database package PinPoint

38/40. M D Office Supplies

Computer consumables and accessories

124. Mewsoft

Interesting utility software plus a diet manager program

28. Micro Aid

Veteran Acorn firm, productivity software and supplies

100. Micro Power Ltd

Software supplier which also develops its own range of Archimedes games

50. Millipede

Apex video graphic boards.

66. Minerva

Prolific software house. Debuting Easiword Plus, Desktop Office 2 and some new CAD packages

48. Morley Electronics

SCSI hard disc controllers and other hardware add-ons

24. Norwich Computer Services

Publisher of Archive newsletter and supplier of all things Archimedes

71/72. Oregan Software Developments

Archivist database and Symphony multi-track sound editor.

82. Orion Computers

West Midlands Acorn dealer

136. Palette Studio

111. Paratex

A company with a few Archimedes surprises from Germany.

113. Pen and Think

Painter Plus art program for beginners plus a home and school database called Data Plus

46. P.R.E.S.

Archimedes add-ons like A3000 workstations.

89. Resource

Education software

84. Sherston Software

Education software.

21. Simis Ltd

Simulation software specialists, authors of Clares Interdictor

54. S.J. Research

Networking solutions for schools will be showing NEXUS.

70. Snap Computer Supplies

Computer bits and pieces.

140. Software 42

Games, utility software and clip art. Ixion 3D vector game debut

52. Spacetech

Exploring the heavens on CD-Rom, plus general celestial computing

120. Storm Educational Software

Education software

83. Techsoft UK Ltd

CAD/CAM specialists. Will debut 3D object viewer with stereoscopic

Theatre: TDK UK Ltd

Magnetic media suppliers

103. The Data Store

Highly regarded Acorn dealer from Kent

68. The Fourth Dimension

Possibly the most prolific Acorn games software house

62. The Serial Port Cheap hard drives, BBS and comms software, Floptical drives, replacement keyboards, and so on

80. Topologika

Educational adventure games

114. Turcan Research Systems Ltd Wargame simulations specialist

108. Videk Ltd

Cables, connectors, printer sharers, and so on

90/93. Watford Electronics

You name it - they will probably have it. Specialities include Arm3 upgrades for A3000s, new PC card should debut

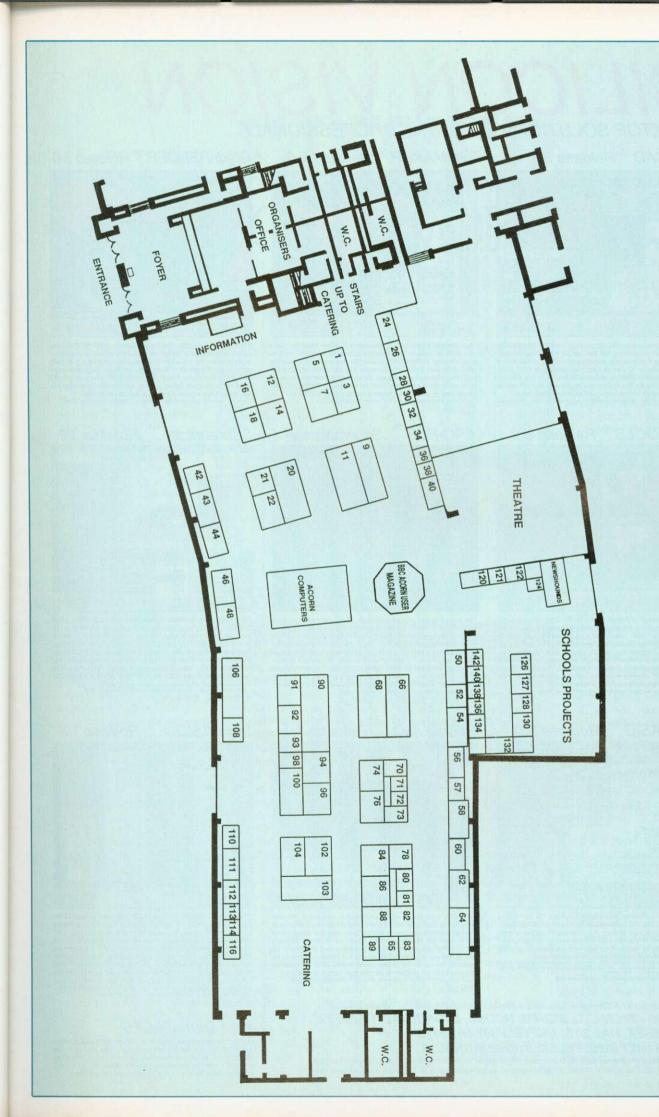
58. WeServe

Printers, listing paper, discs and all those other vital things

142. Wyddfa Software

Language development software and special fonts for youngsters

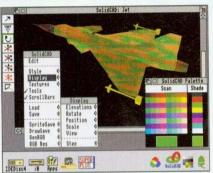
THE ACORN USER SHOW PLAN



SILICON VISION

DESKTOP SOLUTIONS FROM THE PROFESSIONAL

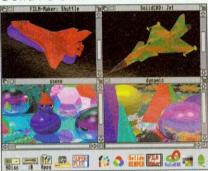
SolidCAD® Release 5.0



The most comprehensive 3D CAD package available for RISC OS. It is capable of generating the fastest 3D Rendering for any design. The Jet Fighter image above was rendered in less than 2 seconds. Includes a 3D Design Editor for drawing in Plan, Side, and Front Elevations, Texture Mapping, Printer & Plotter Drivers, 24 bit RGB output for the highest quality images, and a Realtime Graphics Language for the fastest programmable animation.

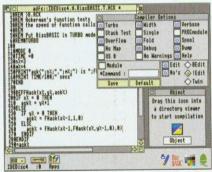
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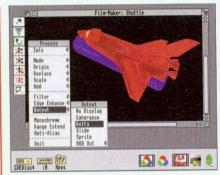
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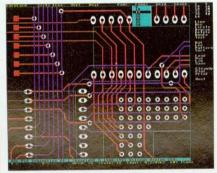
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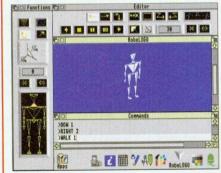
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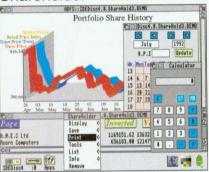
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FASTER FOOTWORK

The Arc is speedy, but are you as fast? Paul James maps out some short cuts

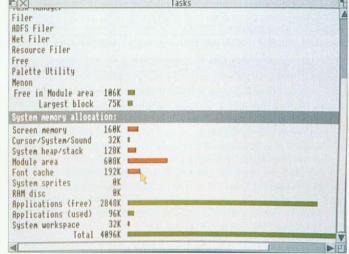
he Arc is an amazing personal productivity tool. But, like any tool, it can take a while to work out the best way to use it. So what can you do to speed yourself up, as you work?

Aside from software, getting a hard disc is the greatest stepup in productivity that you can take, as long as you organise it correctly. More memory is also a must - for speedy work you need at least 2Mb, if not 4Mb, but what about an Arm3? Well, the best advice here is that if you can survive without one, then make sure that you never go near an Arm3 machine. Once experienced, never forgotten!

But there are ways to speed up your work without going out and spending lots of extra cash. For instance, if you're really stuck with a single floppy drive, then you must organise your discs carefully. Keep one disc for fonts and one disc for your System directory. Applications discs and work discs must all be labelled carefully.

An index system something that even the most organised user will not find easy to keep up to date, but giving useful names to each floppy will help things tremendously. Getting the message that says: 'Please insert Disc 14_05_Tue' is not very helpful, but if your computer asks you to insert disc WorkDisc1, and you have a disc clearly labelled WorkDisc1 you'll find things run far more smoothly. Get into the habit of naming each disc properly and organisation from the beginning will improve things tenfold.

Reading fonts from a floppy disc is a slow process. There



Keep your memory keen and fast with the task display

You'll need at least 2Mb in your machine to do this. First of all, take your fonts disc and find out how large the font directory is, by pressing Menu over it and choosing Count. To find out exactly how many kilobytes this is. divide it by 1024. This is the size of the Ram disc you will need to create, plus 10K or so more for luck. To create a Ram disc, press Menu over the task icon (the A or Acorn in the bottom right of the screen) and choose Task Display. Using the scroll bars find the Ram Disc bar and, using Select, drag the bar out to the right. Keep dragging until the disc is the size it needs to be and then let go. Now make the Font Cache about 60K then close the task manager display.

Click on the black Ram disc icon on the icon bar, and a directory viewer should appear. Now drag the Fonts directory from your floppy onto the Ram disc viewer. When it has finished copying, double click on the Fonts directory in the Ram disc, and close all windows. Then dismount the floppy and remove it. You won't need that floppy again, as all of the fonts information is read from the Ram disc, and since the data is already in the computer's memory you'll find that your fonts fairly zip onto the screen.

are two ways around this, both of which require memory. You can either make your font cache large (say about 440K), or you can copy your fonts into the Ram disc, and have a small font cache of about 60K. The latter method is the better, and will remove the need to keep on replacing your fonts disc when the computer needs to display a new font on screen.

Of course, if your font directory is on a hard disc you won't need to put it in Ram, so just create a reasonable sized font cache, of about 70K for two families of fonts, or about 224K if you're using lots of families and sizes.

What else is going to slow you down on your computer? Well, if you're using Draw then a complex picture may take a while to re-draw. If you

do something else, with that complex drawing on the screen then, every time you wipe a menu, or move a window across it, it will take time to redraw. Windows that take time to re-draw, should be made them as small as possible when you're not using them, Perhaps you can then hide them behind another window that won't move.

Also, you may be drawing a picture with lots of lines of different widths. Draw is quite slow at rendering this type of picture, so try and use thin lines to sketch it out, and make them thicker later on.

Little things can slow you down, too. How many times have you tried to pick up a small object in Draw, or a thin frame when using Impression? What you may not have realised is that if your mouse has a speed of about four or more then it will skip alternate pixels, meaning it misses out bits of the screen as it moves. This can be solved by temporarily giving the mouse pointer a step of one or two. This means that your pointer visits every pixel, and won't miss any out.

THE ADJUST BUTTON

Aside from hardware upgrades and configuration options, there is one very important button on the Archimedes. Don't go looking for it around the back of the computer, for it's under your ring finger (if you're right-handed). This Adjust button (the right hand button of the mouse), can be used in all kinds of places as a time-saver.

For instance, used on the close icon of a directory viewer, it closes that window, but opens the directory on the

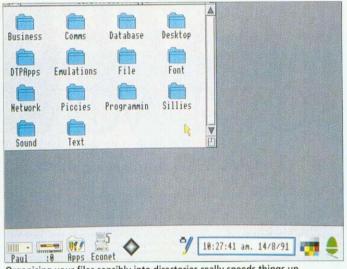
next level above. Similarly, double clicking Adjust on a floder in a directory viewer will open that folder, but close the window that you've just come from.

You may also find that many applications will allow vou to use SHIFT-Adjust on the Close icons of their windows, and they will pop up the parent directory viewer from whence the file came. If you don't use these methods, then you end up clearing windows away every five minutes, just to see what you are doing!

TINYDIRS

Everybody has a copy of the TinyDirs utility. It is supplied with the machine on the Applications discs, and is one of the essential 'speed-up' programs. In short, it allows you to place an application or directory on the Icon bar.

As an example, imagine tgat you have a directory called Sprites and a directory called Drawfiles. You are working on a document, which involves taking sprites and Draw files. Instead of having the directories cluttering the screen



Organising your files sensibly into directories really speeds things up

MOUSE SPEED

Mouse speed can be easily reconfigured. If you your mouse is set at a slow speed, then you may run out of mouse mat when moving the pointer large distances: that means you have to pick it up, move it back and then carry on moving the pointer - hardly economical. A good value for the speed of the mouse is four. This means the mouse covers some ground with a little movement (the width of a mode 12 screen is about 3cm).

This can be set up as permanent by typing *CONFIGURE MOUSESTEP 4 at the command line (press F12 to access this). If you haven't got a mouse mat, then get one - you can waste quite a bit of time trying to persuade the pointer to move, since the mouse ball slips on a shiny surface. At a pinch, a copy of BAU makes quite a good mat.

(which will slow you down), load TinyDirs. Select both the Drawfiles and Sprites directories, and drag them onto TinyDirs. Both directories will appear on the icon bar, and one click on either will bring up the directories.

HARD DISC USERS

If you have a hard disc, then you'll find yourself flipping between some directories more than you flip between others. If this involves several clicks of the mouse, then it may be an idea to set up a signpost. This is my name for a little obeyfile that opens up another directory viewer.

Setting up a signpost is simple. Load Edit and press Menu over its icon on the icon bar. Move over the Create submenu and choose Obey, and a window should pop up. In this obey window you need to type in the instruction to open the directory viewer you wish.

The command you need for this is Filer_OpenDir, followed by the pathname of the viewer. This can be found out from the title of the directory viewer itself. For instance, if you wish

UNBEATABLE OVER

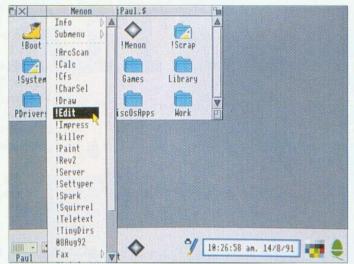


open the directory \$. Work. Letters then the command line: Filer OpenDir ADFS::4.\$. Work. Letters will do. Make sure that the pathname at the end of the command is exactly that of the one in the title bar of the directory viewer - upper and lower case letters are seen as different characters here. If you make change one letter in the command, it may not work, or it may allow you to have two versions of the same directory viewer on the same screen.

Risc OS 3 users might like to know that SHIFT-dragging a file on to an Edit window won't load the file into Edit, just its pathname but be careful - this format is not compatible with Risc OS 2.

Another thing that can cause you to slow down and will disrupt the flow of your work is a full hard disc. And to weed out all those unwanted files, applications and other gubbins when you get a 'Disc full' message can be a very timeconsuming business.

You can avoid this situation by watching out for files or applications that you don't use



Menon gets you there fast

MENON

Menon is a small but perfectly formed public domain utility that could speed up your work a lot. Everybody in the BAU office uses it - so we thought we'd share the benefits around and now you'll find it on this month's subscribers' disc. Once installed on the Icon bar, it allows you to drag a file or an application on to it. It adds this to its menu, and when you choose this option from its menu, it will load the file or application.

Menu options can be given hot keys (For instance, you can set Menon it up so that pressing CTRL-I loads Impression), and they can also autoload. This means that when you load Menon, you can ask it to load a printer driver and a word processor and then open your work directory by executing a signpost file.

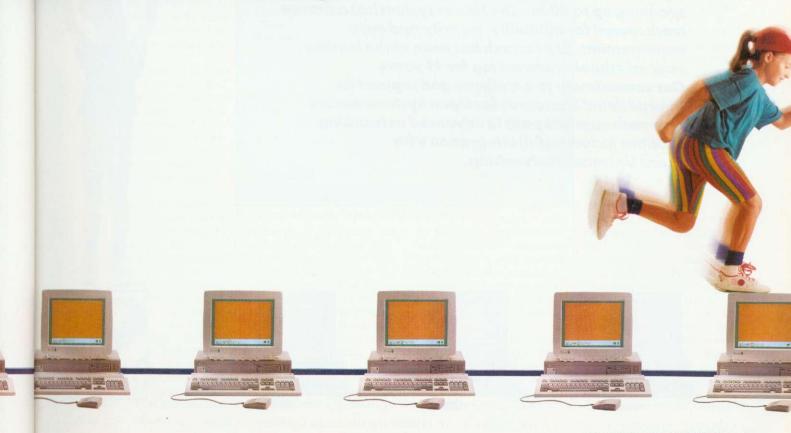
as you work. Then, every so often, delete that odd bit of public domain software that you haven't looked at for a couple of months, or compress your old work into an archive, by using a package like ArcFS or Spark.

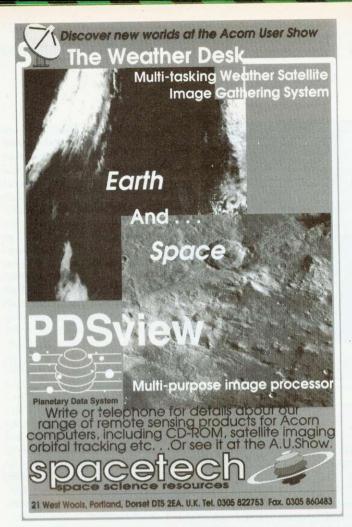
Imagine that you wanted to load six sprite files into Paint. Instead of double clicking on each file, using Select to select the first one, and then Adjust to select the other five is much quicker. Then you can drag this selection on to Paint. Of course if you wanted to simply print them, you would just drag them all on to the printer driver instead.

LET'S HEAR IT!

You may have found your own ways of doing things fast and easily, so send in your hints and tips for speeding things up to, Quickies, BBC Acorn User, 101 Bayham Street, London, NW1 0AG. We will publish the best short cuts in a forthcoming episode of *INFO. Each of those we select will win a small cash prize, and of course, the quick route to fame for the author!

H400 METRES





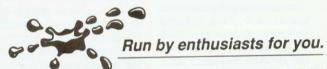
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NETWORKIN







THE WRITE STUFF

Graham Bell looks at two improved wordprocessor packages

f ever a Risc OS application deserves more recognition, it is undoubtedly *Easiwriter*. Icon Technology's Risc OS word processor is carefully designed, well implemented, and it does the job: if you want to write fairly structured text with sections, sub-sections and so on, but you don't need the extra facilities of a complex page layout program, then *Easiwriter* is for you.

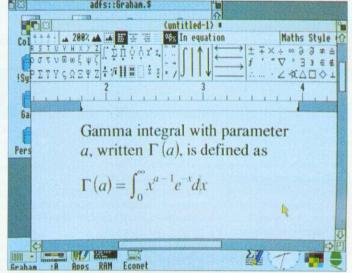
While the 'tick list' includes outline fonts, as-you-type spelling checks, multiple-column layouts and very clever table formatting, the first version of *Easiwriter* was criticised for its lack of mail merging, which prevented it being adopted as a general-purpose application. Icon has now remedied this with *Easiwriter* version two.

TECHWRITER

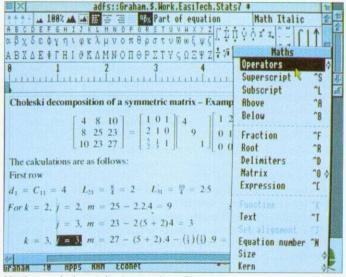
Icon has also boosted the academic credentials of its latest application, *Techwriter*, by adding equation editing and footnoting to it.

Techwriter boots up looking exacly like Easiwriter. And indeed if you don't want any of its new features, then you can use it exactly like its 'parent'. This approach is supported by Icon's upgrade policy – you can move up to using Techwriter for the difference in price.

Being based on Easiwriter means that Techwriter inherits all of the former's strengths and weaknesses. Each is a fully WYSIWYG wordprocessor, making full use of the Risc OS outline font system, and with all the usual editing features, like as-you-type spelling, that you would expect, plus items that you might not, like undo, multilingual spelling and hyphenation, tables and white space control. Both packages are based on a structured approach



Techwriter can now cope with equations such as this gamma integral



Matrices can be inserted as just another sub-structure

to writing – documents are made up of a series of chapters, each one divided into sections and sub-sections.

The concept of styles is quite different in *Techwriter* and most other word processing packages, as it covers both the typographical look of the text – which typeface, point size, line spacing and so on are used, just like any other outline font-based word processor – and also the structuring of

the text. Each structure has a 'shape' or style: a document has a title in a particular text style, and a body consisting of a number of chapters, multiple columns and so on; a chapter has a chapter title and a body, and so on.

You can change the characteristic shape of each of these structures easily by changing one example then saving the new structure style. In fact you can create several styles for particular structures – perhaps for paragraphs in different typefaces. If you change a style like 'Section style', then all the other sections using that style follow suit. But the scope of your changes depends critically on what you select to start with – there's a steep 'learning curve' before you get the hang of it.

Inserting a structure like a section is simple: you choose the structure from the menu, then type. The first paragraph you type automatically becomes the section heading, and following paragraphs make up the body of the section. The available structures include pictures and bulletted lists – you can include both drawings and sprites, with Risc OS 3 extensions like 256-greyscale sprites and drawings with rotated text.

In addition to the structure styles, you can of course make local changes to the text (effects, in *Impression*'s terms): typeface, point size, line spacing and so on, are all controllable over any area you select with the mouse.

Some of the neater parts of *Easiwriter* are even more relevant to *Techwriter*, in particular its table formatting. Tables are just another structure, which you can insert in the text at will. As you type the first line, pressing TAB inserts more and more columns.

On the second line, the columns automatically line up, and magically re-arrange themselves, so that the columns fit as well as possible. This remains impressive, particularly when you can select the rows and columns of the table and add rules and borders. Another impressive feature is the multi-lingual ability: you can mark text as German as easily as you can mark it in bold - easier in fact. German text follows German

hyphenation rules and can be (optionally) spell-checked with the German dictionary.

But the real forté of Techwriter is its equation editor. Equations are just another structure, and can be inserted in the same way, both within a line of text and as 'display equations' on a separate line.

A menu option or a button in the ruler bar displays a Greek palette at the top of the Techwriter window: it shows all the items that can be inserted into an equation. After beginning an equation, parts of it can be picked from the palette. There's a full selection of Greek letters and mathematical symbols which, when printed use EFF's MathsPhys outline font (included in the Techwriter pack).

Complete equations are built up by picking structural elements from the central section of the Greek palette: fractions, roots, integrals, summations and so on. As you pick, say, a summation sign, the cursor jumps to below the sigma, ready for you to type in the lower limit of the summation. Pressing RETURN jumps to the upper limit, then to the end of the summation, ready for you to type in the function itself.

It is all easier than you might expect. Techwriter follows the rules of technical typesetting fairly intelligently, automatically putting in items like minus signs (ALT-153) even when you type a hyphen, inserting spaces around operators like x, and so on.

Matrices can be inserted as just another sub-structure, and work just like tables: it's easy to control the number of rows and columns. And there are 'flexible elements' of equations that can vary in size according to what they refer to. Root symbols are an obvious example, where the tail of the root extends to encompass the whole of the following expression.

Lines, arrows, king-size integrals, over and under bars can be added at will, though it can be difficult to make separate elements of an equation consistent in size - matrix brackets vary a little if the matrix includes elements like fractions as well as normal numerals. An important element in equation setting is the

MAIL MERGE (untitled-2) * †: ▲ 100% ▲ ▲ # = = = ®x Text selection madamidamidamidamid an. S. Hork «Title» «Name» «Surname» Job-TechWriter «Company» writer Misc Info ... «Address» Merge Save *Postcode* File ... Select Merge eenl Fields Edit Page set up... 19/8/92 Structure Footnotes Dear Revert Maths SU Dear Dear Title Format Name Text uiry about our Many thanks Surname Search ure explaining or Enclosed is o Job Spelling ith information range in deta Company View dries. our range of Address Postcode Undo F8 0

Both Techwriter and version two of Easiwriter - which is bundled with the new A4000 Home Business package - have new mail-merge facilities. This is an area where many good packages founder. It's important to make the mail-merge simple enough to use that people don't avoid it: it has to be easy to create the merge files, and a preview of the merged letters is vital. Impression and First Word Plus are both less than successful here: both use separate merge applications; Impression's costs extra and First Word Plus is of fearsome complexity.

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Product

Easiwriter and Techwriter take the view that the data for the merge file will most likely come from a database. And so they can import any CSV or TSV file (comma or tab separated items of data, with a merged letter using data from a single line of text. If you don't have a database of the relevant names and addresses, then such a file can easily be made up in Edit. Or, rather neatly, you can make up a file in Easiwriter or Techwriter - as a table

A Merge . . . dialogue box allows you to specify the name of the file the data is in. More likely, you'll drag the data file onto this dialogue. If it comes from a Squirrel database or something similar, you can press the Headings button - Squirrel puts its field names on the first line of data.

Writing the letter for a mail merge is just like writing any other, except that where you have a 'personalised' item like a name or postcode, you insert a 'token' for it. This is where the headings come in - the tokens for each heading can be inserted into the letter from a menu. Once complete, the merged letter can be printed. You can print a preview with tokens instead of real data, or preview and even edit individual letters on screen, or print out the lot.

The scheme is based on the way word processors like Microsoft Word work, and it is very simple, particularly when used with a database like Squirrel that supplies headings. And you don't need to stick to names and addresses. Text within the body of the letter is reformatted for each letter, so longish items can be drawn out of a database too - including Squirrel 'text file' fields stretching over several lines of text.

Because the link to the database isn't direct, you can't merge pictures only plain text, numbers, dates and so on. But it is by far the easiest mailmerge system of any Archimedes wordprocessor, and greatly widens the appeal of Easiwriter.

For businesses put off by version one, Easiwriter is definitely worth a second look. It is still notably slow saving and loading on networks or floppy disc, but its most fundamental problem has been removed.

balancing of big symbols like flexible integrals and itty-bitty text like subscripts. Techwriter almost always gets this right, and only rarely do you have to force it to make an alteration. There is also a 'cookbook' section of the well-produced and well-paced manual, full of typesetting tips. No doubt the answer to the matrices is there somewhere . . .

The other extra that Techwriter offers is footnoting. Once again, it's another structure - which means you can choose typeface, size and so on, as well as alter the alignment and layout style. Inserting a footnote structure puts either a superscript number in the text and puts the cursor at the foot of the page ready for your not text. Notes are automatically numbered on each page, and re-numbered if you delete a note or if a note moves to another page as a result of editing the text.

A menu option allows you to choose numbered notes or dagger-type symbols, and the footnotes to be changed to endnotes at will. Techwriter avoids the classic footnote trap (where a multi-line note is referenced on the last line of normal text on a page) by continuing the second line of the footnote on the next page.

The key difference between Techwriter and an equation editing package like Computer Concepts' Equasor is that equations are an integral part of the Techwriter wordprocessor: thet are not embedded drawings, but remain editable all the time. And they can be freely mixed with any of the other Techwriter structures.

Looked on as a complete package for producing technical and academic documents, Techwriter is nothing short of excellent. Perhaps the only drawback is that individual equations cannot be saved as drawings, for incorporation in other files, and this might be important where the page-layout facilities of Techwriter fall short of your needs. But there is little doubt that Techwriter and Easiwriter should be the word processors of choice for academics creating structured text. If this is your field, the seemingly high price of £200 to £250 will be well repaid.

PRODUCT DETAILS

Product: Techwriter, Price: £250 (non-educational), £200 (educational)

Product: Easiwriter Price: £150 (non-educational), £120 (educational)

Supplier: Icon Technology Ltd, 5 Jarrom Street, Leicester LE2 7DH Tel: (0533) 546225 Site licences available at four times the above prices. All prices exclude VAT

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Now the Fourth Dimension is bringing the full magic of the game to Archimedes owners with its latest product, Cyber Chess. This represents one of the highest specification chess-playing programs available for any micro-computer. Over three sides of A4 paper is needed just to name the features present in the program. Some of its main points are:

SUPERB 3D SIMULATION

- A near complete 3D simulation of the game. Animation is used to move the pieces smoothly around the board; pieces are picked up and dragged by the human player to their new squares
- Designed for total clarity. The board is carefully arranged so it can be played from without difficulty. A large alternative 2D view is also provided as an option.
- High-quality digitized stereo sound and speech.

RISC OS COMPLIANT

- Runs from the desktop in a window; fully multi-tasking and intuitive; follows the 3D style associated with high quality software.
- Multi-windowed. Any number of games can be opened and running from one incarnation of the program (within available memory). A sophisticated internal scheduling algorithm allows Cyber Chess to drive all computer opponents/games simultaneously whilst still smoothly multi-tasking with other desktop applications.

FIDE RULES

Full implementation of all applicable chess laws, including en passant captures, underpromotions, 50/75 move rule etc. Even resignation and draw by agreement are supported.

HIGH SPEC MACHINES

- Optimised for an ARM2, mode 12 system. But takes full advantage of a faster processor or even extra RAM to produce a higher 'full strength' playing standard and smoother animation.
- Thoroughly tested with RISC OS 3; supports saving of the desktop.

BACKGROUND

- The publisher, The Fourth Dimension, is the premiere specialist games house for the Archimedes with a string of classics dating back several years. Cyber Chess represents the latest in superb 3D simulations following on from great best-selling successes such as Chocks Away, Saloon Cars and Break 147 & Superpool.
- The author, William Tunstall-Pedoe, has been developing commercial software for Acorn machines for nearly ten years including several high-quality Archimedes products. He has a First Class Honours degree in Computer Science from Cambridge University and spent over a year studying computer chess research in order to produce Cyber Chess. This project is by far his most substantial yet and was designed from the beginning to be the definitive chess-playing program for RISC OS machines.

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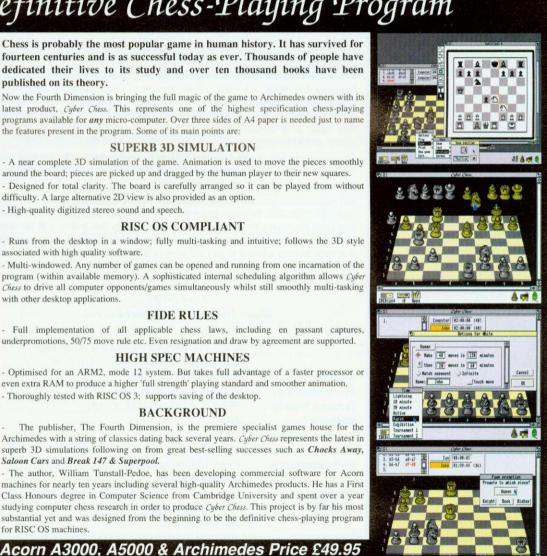
The Fourth Dimension, 1 Percy Street, Sheffield, S3 8AU Tel. (0742) 700661 or 769950

SUPPORT FOR STRONGER PLAYERS

- State-of-the-art chess algorithm.
- Cyber Chess can perform analysis, giving the best line of play from the current position and an estimate of who is winning/losing and by how much.
- Full tournament time controls (e.g. "40 moves in 2 hours and then all remaining in 1 hour") can be set up. Time controls can be set for human players as well as computer opponents to simulate real tournament conditions.
- State-of-the-art opening book supports opening traps and advice. Multiple books are provided and new ones can be added or existing ones edited.
- Even the style of computer play (defensive, attacking etc.) can be adjusted to taste or to prepare for a match against a similar human opponent.

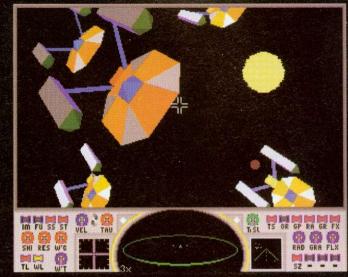
SUPPORT FOR BEGINNERS/CHILDREN

- You can learn chess from scratch using Cyber Chess with the tutorial supplied.
- 100 beginner levels are provided going from 0 (very very weak) to 99 (reasonably competent). This encourages beginners/school chess players to continue playing by not demoralising them and allows them to monitor their progress as they begin to beat higher levels. When they beat level 99 they can graduate to 'full strength' mode.
- Teaching option shows you which moves are legal as you play.
- If a player gets stuck a hint can be requested.
- The names of the openings can be announced as they are played quickly familiarising chess learners with the various opening systems.



BUACK ARGEL





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Of course very few people believe what can be read in the five billion year old religious scripts. They choose to believe that the Star Gates are a natural phenomenon, they choose to become extinct.

But you believe, you and a few others like you. Choosing to throw yourself into incredible debt in order purchase a second hand star fighter, you must now roam the galaxy searching for the parts to the key that will unlock the Star Gates. Though because this is real life and not some romantic tale, you will also need to earn a living to pay off your debts and maintain your ship. And don't forget the Tau Hoppers, those who take and do what they want, and if need be, use general relativity to escape into the future.



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All drives are fully linear in their operation.

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Hull Construction 15 mm vitrifier

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Shielding Electrostatic.

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Weapons 6 universal weapons carrier pods fitted with 14Mw
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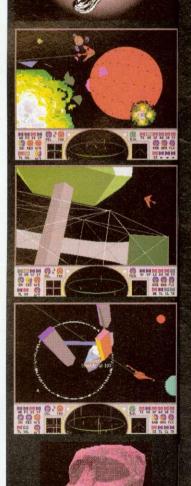
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Saloon Cars DELUXE





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Improved rear-view mirror.

Improved improved rear-view mirror suitable for Arm3 users.

COMPATIBILITY

Compatible with Course disc to be released soon (see below).

Compatible with Formula 1 upgrade to be released in response to demand for a decent Formula 1 simulation on the Archimedes (hopefully late 1992).

Compatible with Saved Players from Saloon Cars v1.0

New car graphics, featuring the most sophisticated vector graphics ever seen in a home computer game, allowing full 3D rotations of cars - other cars can actually spin off the track in front of you. More realistic crashes, allowing other cars to have smash-ups almost as spectacular as your own (2MByte only).

Gameplay has been enhanced immeasurably by the addition of a completely new loading screen.

COURSES

New practice course (Test Track), easier (less hard) to stagger round than the old one. Even more detailed and realistic features on most courses.

Detailed and Fast modes on some courses to allow use of the full potential of the Arm3 without compromising Arm2 users.

BORING TECHNICAL JARGON

Can be installed onto and run from Hard Disc

Features minor refinements to the more anomalous features of the original Saloon Cars v1.0. (Most of the bugs have been fixed!).

Unique integration process allowing speed variations in processing to maintain the highest possible frame rate at all times whilst maintaining perfect real time simulation of the race. (The game doesn't slow down when the graphics do!).

Special mode for machines with more memory which uses the extra capacity to enhance the speed and complexity of the graphics.

AND FINALLY

Many more features which we want to be a surprise.

Probably a few more features we haven't even thought of yet, and....a few we didn't think up at all.

Saloon Cars DELUXE still ..

does not provide a realistic simulation of a full time office job,

does not make the coffee,

and it still isn't quite as good as actually going out for a drive in a Sierra Cosworth.

OLD REVIEWS OF SALOON CARS v1.0

Saloon Cars is the definitive racing game. It is pure, unadulterated fun." Archimedes World '91. Make no mistake: the speed and smoothness of this game has to be seen to believed." Syracuse '91. ..you cannot help but be astounded at the gameplay." Club A3000 '91.

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To upgrade simply return the whole original *Saloon Cars* directly to us plus payment. We'll send you the newly packaged / enhanced 3 disc DELUXE version on release.

SALOON CARS DELUXE COURSES

The new *DELUXE* version still contains the 2 real courses, Silverstone and Brands Hatch, plus a newly designed wide practice course called Test Track ideal for beginners.



HIII I





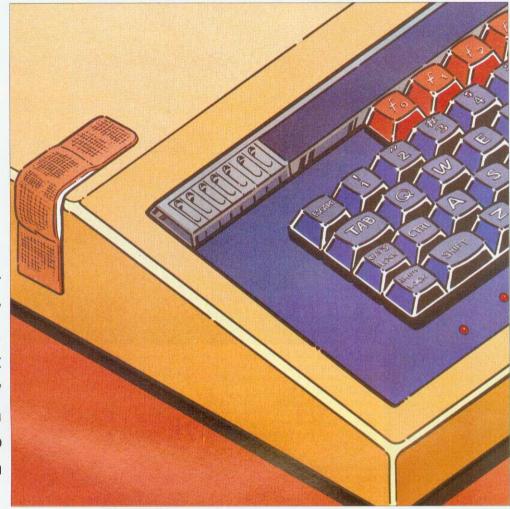
SALOON CARS EXTRA COURSES

This new Course disc contains 3 superb new courses which are only compatible with the new DELUXE version. They cost £19.95 and will be released hopefully in late June '92.









Old Beebs never die, they only fade away! Richard Garrett finds out how to nurse a Beeb back to good health

DUICK FIX

s the blues song says, 'ten years ain't no very long time' but, in a world obsessed by mips and megabytes, it seems strange to the uninitiated that so many people are still using a microcomputer that was released ten years ago.

If you were to go on safari for ten-year old machines you might find the odd Commodore PET, Apple II, or RM 380Z clunking along but, before you as far as those, you'd trip over an awful lot of BBC Model Bs.

Today, there are hundreds of thousands of Bs, B pluses, Electrons and Compacts in use and new Master 128s are still on sale. Reasons why people remain attached to them vary

from the personal to the political, but the Beebs soldier on, regardless.

Or do they? Designed, as they were, to withstand use in primary schools, BBCs are, of necessity, robust and hardwearing but, after years of service, they do go wrong. This article looks at the commoner complaints afflicting them, some of which you can easily cure yourself.

FINDING FAULT

On the computer itself, the most frequent problems crop up with the keyboard. The simplest of these occurs when a keyswitch gets 'gunged up' with dust and grease. This can make the key stick, producing unwanted 'auto-repeats' of an individual letter, or it can cause a bad connection which stops the key registering altogether. (For solutions to this and other 'easy' problems, see the box on DIY repairs.)

Other keyboard faults are generally the result of longterm 'bashing' by enthusiastic users. Sometimes individual keyswitches get broken and new ones need to be soldered oon to the circuit board (the arrow keys are usually the first to go). A repair company I talked to quoted a price of £9 a switch, plus labour, for this little problem.

Failures that affect many or all of the keys are usually due to breaks in the 17-way cable linking the keyboard to the main circuit board, or to cracks

in the keyboard's printed circuit board. If you are happy using instruments like a multimeter or continuity tester, you can check these components yourself or, given access to another computer of the same model, you can test them by swapping parts between the good unit and the faulty one.

Replacement connectors and keyboards are available from Watford Electronics (connectors: £4, Model 'B' keyboard: £46, Master keyboard: £59, all excluding VAT).

While we're talking about the wear and tear of hardware, it's a good idea to keep a set of spare cables for your micro. This should consist of a monitor lead, a printer cable, a disc drive cable and whatever else you use regularly. These things are like fuses - they always go on a Sunday when you can't get a replacement.

Among the things that can go wrong, actual 'chip failure' relatively uncommon. Although integrated circuits do 'go soft' - the minute impurities that conduct electrical signals through them diffuse into the silicon - the designs used in BBCs are, on average, good for 20 to 30 years.

The ICs that get a lot of punishment and are liable to fail first are memory and memory decoder chips. These are mostly surface-mounted on the main circuit board so, if they go, you'll need a professional with a soldering iron to replace them. Chips are susceptible to static and overheating, so their lives can be extended by periodically dusting the inside of the the case.

SLIPPING DISCS

After the keyboard, the disc drive is the most frequently used moving part in the system and, therefore, one of the elements most likely to break down. Read/write problems can sometimes be solved by cleaning the head(s) with a proprietary cleaning disc or by replacing a damaged multicore cable between the drive and the computer.

Older disc drives, however, often simply wear out and, due to scarcity of parts and the cost of labour, if the unit is over four years old it is often more economical to replace it than to repair it (new disc drives start at about £70).

Probably the most expensive form of breakdown is an RGB monitor failure. When you get that fine white line across the middle of the screen that tells you the tube is blown, you're looking at a sizeable bill. Replacing a Microvitec 1431 tube is about £150. This is less than the cost of a new monitor (about £200) but pretty close to the education price.

Warning: monitor repairs should only be attempted by skilled technicians. There's 25,000 volts on that tube so don't even think about taking the back off unless you're qualified to do so!

When writing this article, I wondered if any BBC components are so out of date as to



DIY: FAULTS AND FIXES

CAUTION! BEFORE DOING ANY OF THIS WORK, TURN THE MACHINE OFF AND UNPLUG IT FROM THE MAINS.

The lid on a BBC is secured by four large Philips (No.1) screws, two at the back and two under the front. Just unscrew them and lift the lid. If you need to move the keyboard, undo the smaller pair of bolts under the front of the machine. This is best done with the lid off and the computer the right way up over the edge of a table so that the nuts don't drop off and roll around inside the case.

IF . . .

.. a BBC Master forgets what day it is and how it's configured: The battery's gone. Take the lid off, replace the four alkaline AA batteries and reset your options using the Configure programme from the intro disc or *CONFIGURE and TIMES.

... individual keys stop working or get stuck down: Usually caused by dust and/or grease in the keyswitch. First, take an small screwdriver and lever the cap off the offending key, then dust around the switch with a cloth and work some mild non-greasy solvent into the switch. There are proprietary aerosols that do this, or you can use iso-propyl alcohol and a cotton bud. If the solvent lifts any grit out of the switch, wipe it away with the cotton bud. Replace the key cap and see if it works.

... the machine fails to start up properly, paged Roms disappear, and so on: The BBC has a lot of chips in sockets on the main circuit board. These can 'ride up' over time and become disconnected. This gives rise to a variety of faults, all of which can fixed by gently pushing the chips back into their sockets with your thumb. Popular offenders are the five Roms under the right of the keyboard and the 5050 Ceefax chip on older machines. The 6502 processor chip on the Electron is also a common culprit. While you've got the top off: Gently clean the inside of the computer with a clean duster or a small clean paintbrush. This can cut down keyboard problems and extend chip life.

be irreplaceable. I checked and, so far, none of them are. Some, however, are no longer made and are becoming harder to get hold of.

A case in point is the original BBC B disc controller chip (8271) which now retails at £39. The good news here, though, is that, if supplies fail, there are other DFS kits around which will work with all but the oldest disc software. Master owners needn't worry on this score as their computers use 1771 controllers.

MAKING IT BETTER

Once you've eliminated the probable, to misquote Sherlock Holmes, the only thing left is to send it to the menders. This is not as easy as it once was. It's not so bad if you're a school user in an Acornfriendly LEA as they will probably have a repair contract with a firm in your area.

Some local education authorities even have their own technical staff who will come round and make repairs in school, but I haven't heard of any who offer this service to the general public yet.

In the private sector, things are more difficult. Skilled hardware people can make a lot more money fixing PCs than Beebs and most are doing just that, but a quick search through the computer sections of my local Yellow Pages revealed two companies who mend Beebs. Typical quotes were £25 to fix a couple of keyswitches, through to about £85 to replace a broken power supply unit. If you want a recommendation, talk to your local dealer.

So there it is, ten years and the Beebs are still going. Most problems that affect the computer itself are mechanical and can be repaired relatively cheaply. A broken disc drive can be replaced for a lot less than the cost of a completely new computer.

If a monitor dies and you're thinking of upgrading, you may choose to plug into your TV and put the cost of repairs toward that A5000 you've been promising yourself but, with most other problems, an investment of £50 to £100 may keep your system going for another few years.

The BBC computer is a remarkable design and, with its variety of inputs and outputs and the enormous amount of cheap software, it still meets the requirements of a great many people. In some areas of education, it remains the only machine for the job. One day, vital components will cease to be available and they will eventually fade away but, until that day comes, they'll be around a little while yet!

GETTING HELP

- Acorn Customer Support on (0223) 245200: Call and they will tell you who your nearest Acorn dealer is.
- BBC Acorn User: send your problem in to our Questions and Answers page. We can't answer everything, but we do our best to help with a wide variety of problems
- Microvitec on (0274) 390011: As well as their own service department, the monitor company has a list of 60 authorised service centres around the country who can repair their products.
- Watford Electronics on (0923) 237774: A good supply of common components and replacement chips for the Model B and the Master, as well as leads, cleaning materials and so on.

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Pete Worrall let a score of kids loose on some high technology - the results speak for themselves

VIDEO DIARY

computer workshop in a public place is one way to demystify technology, revealing what is usually hidden away in a computer room. As an artist and IT adviser to Sandwell Educational and Microtechnology Unit, I often have the chance to 'set up shop' in public locations. One recent event was a hectic workshop set up in the normally peaceful museum of Wednesbury.

The aim of the workshop was to use video cameras to create on-screen images, which were then manipulated to get some unusual works of art. I arrived at the scene, complete with a car-load of Pineapple digitisers, A3000 and computers video recorders. As if on cue, no sooner had I set up shop than a group of children peered cautiously around the door.

As always, such inhibitions were quickly shelved. Con-

fronted with live images on screen, the children quickly absorbed explanations, demos, and hands-on experience. Before long, they were were filming, digitising, recolouring and collaging themselves. As their shyness dissolved, I introduced face-paints and balloons to create an instant party atmosphere and, more importantly, provide a new dimension to the work. The very presence of recording equipment often improves the quality of the result, by lending importance to the event.

It is important to encourage to experiment visually. Odd camera angles, the use of personal objects and colourful backgrounds are all simple ways to create exciting results. Each child tried out the role of artistic director by taking charge of both cameras and computers. In fact, one of the ingredients of a successful workshop is to let the children



Using a backdrop, a video and an A3000 to create the picture above

control the visual elements as soon as possible.

By the end of the morning, I had 38 portraits saved on to disc, a three-hour video recording of the workshop and some very satisfied customers. In the example shown above, one of the pupils used a backdrop to create an exciting composition. The facepaints were chosen to complement the backdrop and the resulting images were put together as a computer collage.

The following pages give a step-by-step guide to how a different image was produced, where balloons were used to create the visual appeal.

STEP ONE

PLANNING

For this particular workshop I needed two A3000s with 2Mb of memory each, two Pineapple digitisers, a box of formatted computer discs and a good selection of extension leads. Camera equipment was: two Panasonic video cameras (M7/M10); one video stills camera (the Canon Ion); one Pentax P30T camera; a tripod; two spotlights; and two videotapes. Last but not least we added face-paints, balloons, coloured paper, scissors, glue and felt-tip pens to the list of vital tools.

The A3000 version of the Colour Video Digitiser cost £235 from Pineapple Software contactable on 081-599 1476), whereas the the Panasonic M7 video camera retails at £550 and M10 video camera £859.

No doubt at this point the operation is beginning to sound impossibly expensive, but it is often possible to bor-

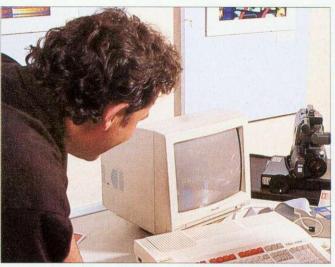
row the equipment. For instance, we borrowed the M10 video camera and digitisers from Sandwell T.V.E.I., the M7 camera from Willingsworth High School and one computer system from Sandwell Educational and Microtechnology Unit.

It is important to do some initial planning. There should be ample power points. You also need to check for any light sources that might interfere with screens and cameras. A good tip is to draw out a complete floor plan.

Advertise the event well in advance. (In my case, pupils from Willingsworth High School were invited to attend). At the risk of appearing antisocial, don't invite thousands of people, tailor the event to your equipment.

In this case the theme, 'video portraits' determined the hardware and software choice, whereas the size of room (500 sq m) dictated the number of systems.

I chose the Pineapple colour



Setting up the workshop with videos, an A3000 and some creative props

digitiser to use in the workshop, as it is a solid, reliable piece of equipment that can be easily operated by children of all ages (from primary school level onwards).

This digitiser box for the A3000 fits in the expansion podule and needs two discs to operate. Disc one offers still image processing and easy

colour manipulation, so it proved an ideal tool for making video portraits.

An enhanced version of disc one costs £17 extra and this can add text and fades for image presentation. Disc two was not used in this workshop, but it allows sequential framegrab and play-back.

STEP TWO

GETTING THE IMAGE

On the day of the workshop itself, the most pressing problem for a workshop leader is how to pass on new skills to an unknown and rather unpredictable public audience in a short span of time. It is important to get people relaxed, so the use of additional stimuli to make everyone feel at home is a very good idea.

Correctly chosen props can give any live event that special something extra: back-drops using balloons and streamers, mirrors for double-takes, facepaints, masks, personal 'found objects' and even music can be used in this way.

The notion of placing props in these situations is to humanise a possibly daunting technological environment and also to act as social icebreakers. Whatever is brought in can add another personal element to the event: strange headgear or a favourite poster could be good choices.

In this video workshop, the children decorated their faces for camera shots and used bal-



The scene is recorded, complete with balloons, while the participants watch the screen waiting for the right image

loons for backgrounds, resulting in personal and unusual screenshots.

As time went on, the children became more adventurous and competitive and I had less and less to do, except

for the application of a certain amount of discrete direction when required.

Sometimes I found I had to move spotlights, adjust a camera position or help to fix a new backdrop in place. It became fairly clear after a while that, even when the use of the software had been mastered by the audience, there were still plenty of things remaining for the workshop leader to do.

STEP THREE

CHANGING THE IMAGE

The Pineapple digitiser is supported with two discs and the MICCI disc (standing for Miniature Image-Check/Control Icon) It has a multitude of uses for image processing and can give creative and varied results. The MICCI front panel, when loaded, shows a video area which can display the output from a VCR, Canon Ion or the live feed from a video camera.

The output resolution is easy to control using the three tuners on the front of the digitiser, which cover Gain, Lift and Saturation – just like the controls on a colour TV set. From the start, the children should be shown basics like loading the program, a description of the mouse functions and the saving routines.

The most important thing to follow at first is image capture. To do this, select the Sparkle

icon. This moves the image into the centre of the Micci panel, as a still grabbed image. From here there are a wide range of options available using the Mode 15 squares as 'workframes'.

Initially, use the Image size pre-select toggle on Size one, (full screen) to try the colour resolutions. Then turn this off and images of any size can be stretched and overlapped using the excellent Image Action button (instant psychedelic pop art is created).

To save a screen, place a blank formatted disc into drive 0 and drag the Mode 15 box onto the floppy disc drive 0 icon, and follow the prompts, which will result in a 160K sprite being saved on to disc. At this point, you can experiment with different camera positions, lighting effects, backgrounds and props.

During the workshop, the introduction to the software took about 20 minutes. The clear design of the MICCI



The MICCI screen is used to manipulate the image

control panel invites the user to experiment, and it does not take long before colours are altered using the red, green and blue toggles and the colour sliders, which produce some impressive effects.

Distortions, zooms, reflections, transparent overlapping and multi-image collaging were all produced by the children during the workshop. All this happened in a short time, and without the additional use of any standard art and design software, although later on this can be used to enhance the work further.

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STEP THREE

THE FINAL IMAGE

Looking through a set of 24 prints photographed from the screen during the workshop, I discovered many different effects: Kerry with her hair

standing on end, Kirsty with make-up resembling Charlie Chaplin, and Richard surrounded by a background of his own teeth were just a few of the pieces of art that were produced that day.

The picture shown here is the final Kirsty portrait, and demonstrates the instant recolouring capabilities of the software. The composition using the balloons is balanced, with the hand lending additional interest and Angela is watching the MICCI panel on the computer screen with obvious enjoyment.

The colours have a print-like quality and are created by moving three colour sliders, which increase or decrease the colour contribution. This is significant, because a reflected figure in the balloon was accentuated through simplifying the colour-scale.

Everything contributes here towards an excellent video portrait. It is worth noting that there are eight different versions of this image that, I hope, will form the starting point for a painting or a set of prints back at school.

For those who want to try out a similar technique at home or in the classroom, this scenario can be adapted in many ways. Dance, theatre or mime lend themselves well to this type of project, as do sports, natural phenomena and even scientific processes.

I recently set up a computer system in a greenhouse to capture images of a butterfly: it just goes to show that the only limit is your imagination.

Pete Worrall is a professional adviser on the use of IT in school. He is currently employed as head of Art and Design at Sandwell Educational and Microtechnology Unit in the West Midlands



The final image was picked from a disc full of alternatives

Co-ordinate IT

A Promotional Feature on Oak Solutions Educational Products

Autumn Term 1992

Design Processor

a revolution in design and technology software

ClassRom ClassNet ClassShare

the complete answer for fast secure applications delivery, data storage, clusters and networking

Ace Printer Drivers

a powerful new range of drivers for RISC OS 3

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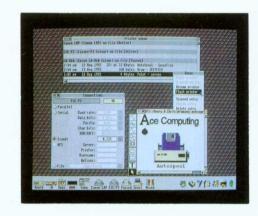
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Castle Life



The Foundation series of courseware products are all developed, using Genesis, by practising teachers, advisory teachers and advisors. Each Foundation product is designed for use in the classroom and is accompanied with additional material such as worksheets and teachers' notes. Particular care has been taken to ensure that there is material for use away from, as well as at the computer.

Castle Life was the first application in the Foundation Series to be launched. It was created using Genesis and comes with a Browser so that it can be used by those who do not already have



Stage Est

Ancient Egypt

A new offering in the Foundation Series is
Ancient Egypt. This valuable addition to the
growing range of courseware products allows
children to investigate the land and society in the
time of the pharaohs. Children can explore
buildings, life-styles and beliefs, using maps,
pictures and animation as well as text.

The application is supplied in two versions, one with easier text for younger children, and comes complete with teachers' notes. A pack of photocopiable worksheets are included. These are based on the application, but are intended to involve children in activities away from the computer. Discs of drawfiles and sprites for use in children's own work are available separately.

Ancient Egypt helps to address History Key Stage 2
Supplementary Study Unit on non-European
society as well as Technology Attainment Target 5
Information Technology capability.

Ancient Egypt costs £50.00, and the price includes a site licence



Genesis. Castle Life allows children to make their own exploration of a medieval castle. Using plans, views and text, they can investigate and visit each part of the castle and the people who lived and worked there.

The application is designed to give children the opportunity to plan their own learning or to follow a theme, rather than following a fixed sequence. Drawfiles, animations and music help to bring history to life.

The application is accompanied by a set of photocopiable worksheets, designed to stimulate individual and group work away from the computer.

Castle Life costs £50.00, and the price includes a site licence.



Welcome

Welcome to the first edition of *Co-ordinate IT*. The aim of *Co-ordinate IT* is to disseminate information about current and future developments from Oak Solutions. In conjunction with this first edition, we are launching a demo software pack. For £4 including VAT and P&P we will supply a pack of discs containing demonstration versions of WorraCAD, OakPCB, MaVille and Foundation History. The £4 will be refunded if full versions of any of the software packages are purchased.

Over the coming months, Oak Solution's technical team will be touring key education centres

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2 Design Processor

the next generation of software for design and technology

5 Class Rom, Class Share, Class Net

the integrated strategy for data storage, applications delivery and networking

8 Classic Collections

some of the best applications on the archimedes get together to produce the best value software deals around

8 Saxon Life

oak's latest courseware release takes us back to the days before william the conqueror

9 Primary Multimedia

a primary advisory teacher describes his work with genesis plus in the primary classroom

13 SCSI Technology

oak were the first company into scsi on the archimedes, we take a look at their best selling 16-bit card

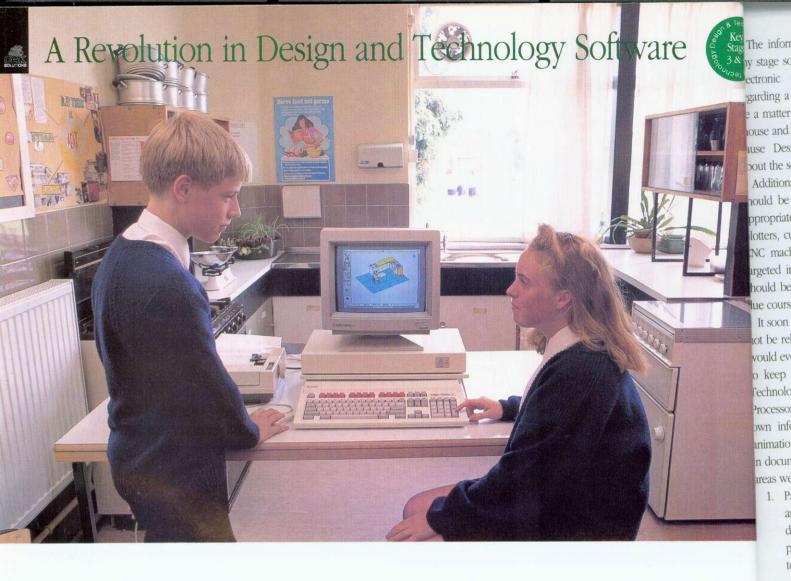
13 Printer Drivers

ace computing's latest range of drivers for risc os 3 look set to capture the market - we examine why

throughout the UK to demonstrate Design Processor and the new ClassRom, ClassShare and ClassNet systems. If your education centre would like a visit, ring 0954 211760 and arrange an appointment with David Tee.

Information about products from Ace Computing is included because of a new joint marketing and development agreement between Oak Solutions and Ace. Both companies have agreed to work together in certain key areas, such as Computer Aided Design, to avoid duplication of effort and to accelerate development programmes.

And late news just in - a third member has joined the Developers Consortium. Iota Software has agreed to share resources in the areas of marketing and development.



After more than three years of development work, Design Processor was finally launched in March this year ...but what on earth is it?

Software available for Design and Technology traditionally has comprised applications such as CAD systems, PCB design, Art packages, Kitchen Layout and Control software - these are known as content free applications and are designed to allow drawings, circuit boards and documents to be created from scratch but contain little or no information about the items they are designed to create.

Thus, whilst software tools were available for designing in a wide range of areas, users had to look elsewhere for information about the items they were designing. Often, a seemingly attractive piece of software would be met with the comment, "I can see what it can do - but what can I do with it in the classroom?"

Back in 1988 the Association of Advisors in Craft Design and Technology (since evolved into the

National Association of Advisors and Inspectors in Design and Technology - NAAIDT) came up with a

Design and Technology - NAAIDT) came up with a concept to remedy this situation. The association got together with Oak Solutions, Acom's largest independent software house, to develop the idea and to implement Design Processor as a product.

Since the inception of the project the development team has grown to include a host of Education Authorities, Advisors, Advisory Teachers, Teachers and some of the top programmers on the Archimedes.

The Acom Archimedes was chosen as a platform because it was the only affordable machine that provided the performance required and had a multi-tasking desktop-type operating system which allowed separate programs to communicate something that proved central to the way Design Processor works.

Over the last year, Design Processor has been previewed to a variety of audiences and gradually refined until in March this year, it was released and received widespread acclaim. So, what exactly is Design Processor?

Geoff Howard, Senior General Inspector/Adviser for Design and Technology in North Yorkshire and leading representative of the NAAIDT on the development team, "The idea behind the development of the Design Processor was to produce an integrated design environment where pupils could work in a variety of design contexts and have access to a range of appropriate tools such as CAD systems, resources - pre-defined objects like electronic components, kitchen units etc. and information relevant to the design contexts.

SOLUT

The information should be readily accessible at any stage so that, for example, when designing an electronic circuit, if information is required regarding a particular component, it should simply be a matter of pointing at the component with the mouse and selecting an appropriate menu option to cause Design Processor to display information about the selected item.

Additionally, any data created by the system should be able to be output to a wide range of appropriate output devices including printers, plotters, cutting plotters, embroidery machines and CNC machines. The Design Processor should be targeted initially at key stage 3, 4 and above, but should be expanded to cover lower age ranges in due course."

It soon became clear that Design Processor could not be released as a static package, but one which would evolve over the years to cover new areas and to keep pace with developments in Design and Technology. When it was released in March, Design Processor covered three main areas, each with its own information section with text, pictures and animations which could be easily extracted for use in documents, reports, worksheets etc. These initial areas were:

 Packaging, with a range of pre-defined 'nets' and software tools to manipulate the dimensions, add artwork or even design new packages from scratch and then output them to paper, card and other sheet materials. existing information, such as component costs, is updated.

Users of Design Processor are encouraged to become involved in its development by suggesting areas for improvement and contributing material for new areas. Future plans include the possibility of establishing user groups and publishing a regular users' magazine.

Development groups meet regularly in several education authorities and help to keep Design Processor on course by making sure that its contents are up to date, that it is relevant to use in the classroom, and remains easy to use. This unusually high degree of user involvement has helped to refine Design Processor so that regardless of the design context, the software is always driven in the same way.

Phil Driscoll, who heads up the Design Processor team at Oak Solutions. "The use of the Archimedes meant that we could provide a user interface that was consistent throughout the whole system so that movement from one application to another could be dealt with transparently, and the users would not have to keep learning how to drive a new piece of software.

More importantly, it meant that the user interface was consistent with RISC OS software that users were already familiar with, and in most cases, the files created in Design Processor are compatible with the existing software base.

Whilst the full Design Processor system requires a computer with a minimum of 2Mb memory and a hard disc, we have made sure that individual



You really need to see Design Processor to appreciate how smoothly and seamlessly it all fits together, there's no confusion over choosing the correct piece of software for a particular job - Design Processor sorts all that out automatically. Children have had no difficulty using even advanced features such as moving from a 2D view of a kitchen to a 'live' 3D model and then working out what the kitchen would cost.



Processor

 Electronics, with libraries of components and pre-defined 'building block' circuits, pcb and schematic design tools, logic circuit simulation, resistor colour code calculator, automatic generation of costing and ordering information and the facility to automatically generate schematic and pcb layouts from simple block diagrams.

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3. Kitchen design, with libraries of commercially available kitchen units, walls, doors, white goods and furniture, automatic generation of costing and ordering information and the facility to automatically generate 3D views from a simple 2D plan.

Work is already under way on new areas including clothing, CNC, food technology, mechanisms and control. Updated versions will be issued to users as new areas become available or

software packages and resources can be extracted from the system to be run on 1Mb 'floppy disc only' machines - and as each Design Processor is automatically supplied with a site licence, there are no copyright problems with use on multiple machines."

Geoff Howard, "We are convinced that Design Processor represents a major step forward in the use of computers in Design and Technology. Design Processor encompasses, in an integrated package, the existing capabilities of several discrete design programs and more - pupils are not faced with a blank screen but are actually prompted to make sensible design decisions without undue prescription as to what they should be. It's a bit like having access to a range of construction kits with the ability to alter the size and shape of the components."

Design Processor is clearly poised to make a significant impact on the productive use of IT within Design and Technology.



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3

Oak Recorder

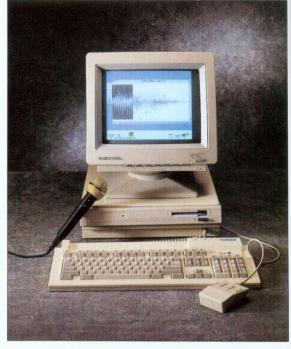
£29.95 M

Oak Recorder is Oak Solutions' low cost sound sampling microphone - the ideal way to capture sounds for your Archimedes. Oak Recorder consists of a hand held omnidirectional electret condenser microphone, with integral wind shield and on/off switch, which simply plugs into the printer port of any Archimedes (including A5000) via a 3 metre length of shielded cable.

Oak Recorder is robustly manufactured to withstand the rigours of the classroom, and could not be easier to use. The software supplied with Oak Recorder allows samples to be recorded, played back and transferred to Genesis II and other Archimedes applications via the standard Armadeus file format.

Oak Recorder has several modes of operation; recording may begin on a button press, or be set to start when the sound level exceeds a certain threshold. Sound samples may be edited, and the start and end positions of the sample may be adjusted so that only the required portion of the sound is saved.

A Genesis II support module and application is also supplied for users wishing to integrate real-time sampling within their own Genesis applications. This allows exciting applications such as talking books, interactive modern language self study packages, special effects for school drama productions and sound libraries to be created. Add £3.00 to cover p&p.



£14.95

Sample Save Selection of Save as: Record of Hodule of Play of Econet SSamples

Sound Lab

In response to demand from users, an enhanced version of the software supplied with Oak Recorder has been produced. Many new features have been added, and these will be particularly useful to those with Archimedes music packages and for use in the school physics laboratory.

Sound Lab allows samples to be turned into relocatable modules to provide voices for applications such as Maestro, or to allow the internal voices of the computer to be replaced - your computer could be made to say 'sorry' instead of just beeping when an error occurs!

Sound Lab also provides a real time display with a spectrum analyser and a simple oscilloscope - ideal for investigating waveforms and for doing simple experiments.

Add £1.50 to cover p&p if not ordered with Oak Recorder.

Don't forget to order your Oak Recorder

Prices exclude VAT Telephone for Education Prices

VISA

Oak Solutions Ltd. Suite 25 Robin Enterprise Centre Leeds Road Idle West Riding of Yorkshire BD10 9TE Tel: 0274 620423 Fax: 0274 620419



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Products for IT Management

If you have a problem with managing your computers, read on as we take an in-depth look at the ClassRom, ClassShare and ClassNet products from Oak Solutions.

As computers become more widely available in schools they are also becoming more sophisticated. It is not uncommon to find computers with 4 M bytes of memory, hard discs, laser printers and colour scanners filling IT rooms across the country. With this increased availability and sophistication comes an increased management problem for those IT Co-ordinators responsible for looking after the school's IT resources.

Oak Solutions has developed a management philosophy which caters for single stand alone computers through to a large school-wide network. The Class Management philosophy breaks down into three major products ClassRom, ClassShare and ClassNet; each addressing a different but related set of problems.

ClassRom deals with problems associated with using hard discs

n

ClassRom

on computers. Without a doubt, adding a hard disc to a computer radically improves the usability of the system. No more disc swapping when applications require a new font, almost instantaneous loading of applications and what seems like unlimited storage.

However, in a school environment there are drawbacks. The structure of applications and system resources stored on the hard disc is important and if any important files are overwritten or deleted, this could stop the system working. As hard discs are read/write devices this means that there is no protection of the applications from the user. This is where ClassRom comes in.

ClassRom is a system of protecting hard discs. It 'partitions' the hard disc into two separate areas; one which is protected (the Applications partition) and one which is read/write (the User partition). All applications, system resources and fonts are stored on the Applications partition. Here they are accessible to the users but cannot be altered or deleted in any way. The User partition is used for temporary storage of data either by the system or by the user.

The IT Coordinator has a management disc which allows the Applications partition to be unlocked in order for new applications to be added or old ones deleted. This software is password protected for maximum security.

ClassRom is available as a ROM upgrade for Oak Solutions SCSI cards, complete systems including hard disc and SCSI controller card or as a small plug-in board for A5000 and A4000 IDE drives or A300/400 series ADFS drives.

In a network environment, where each computer has a ClassRom attached, the management software allows them all to be managed simultaneously. If the manager wishes to add an application to each computer, he or she updates one of the hard discs manually and then uses the software to update the rest over the network. If several changes have been made, this process can be set up to take place overnight.

So, ClassRom solves the two main problems with using hard discs on computers within an educational environment, stopping the students deleting the software and managing twenty or so individual hard discs.

If you currently have floppy disc based computers and would like to ClassShare

add hard discs to each but don't have the money, the ClassShare system may solve your problem. Based on the principles of ClassRom, ClassShare allows a number of computers to share the ClassRom hard disc of another computer. A ratio of 4 computers to each hard disc is recommended, however, more computers can be connected if required.

The way it works is very simple. Take a scenario where you have one A5000 and 3 A3000s. The A5000 is setup as a ClassRom, and is configured to run the ClassShare software automatically on start up. Next, each of the computers (A5000 and A3000s) has a ClassNet interface and cabling added which allows communication to take place. The A3000s are configured to be ClassShare 'clients'.

When the machines are switched on they all see two hard disc icons; one representing the Applications partition and the other the User partition. The A5000 is directly connected to the hard disc but the A3000s are connected via the ClassNet. The A3000 users don't know this, however, and continue using their computers as if they had local hard discs. This 'transparent' setup



means that any user can go to any computer and be familiar with the way in which it works.

At a later date, there is no reason why the A3000s could not have their own ClassRoms attached, improving overall system performance.

The ClassNet system mentioned above is the latest development in

ClassNet

networking. Oak Solutions have combined industry standard Ethernet[®] hardware with a set of no-compromise protocols to deliver the fastest network yet produced for the Archimedes. Internal ClassNet interfaces are available for all Archimedes including the A30'N'0 and A4000.

ClassNet uses standard Ethernet cabling to interconnect the computers and setting up a small network couldn't be simpler. BNC connectors are used rather than the 5-pin DIN connectors used with Econet. One part of a T-piece is fitted onto the back of each interface and the other two parts are connected to the cable. At each end of the network, a terminator is plugged on to one side of the T-piece. ClassNet requires no clock.

From a user's point of view, ClassNet looks just like Econet. If you are familiar with using Econet to log on to file servers then you can already use a ClassNet network. In fact, all your existing Level 4 File Servers, Printer Spoolers and Disc Sharers can still be used with ClassNet - it just works 40 times faster!

As ClassNet uses industry standard components, large school-wide networks can be built around offthe-shelf Ethernet Repeaters and Bridges. This means that there is a greater choice of supplier and many more people who are able to install your network.

Similarly, it is possible to run Acom's AUN software on the ClassNet interface to gain access to other types of network and file servers via an AUN gateway station. Users may then log on to the remote file server as if it were connected to the same network. By supporting AUN and industry standards, Oak Solutions guarantee complete compatibility with Acom's networking strategy, with the added advantage that the ClassNet protocols offer unparalleled speeds.

ClassRom technology is available from £34.95, ClassNet interfaces cost £149.00

QUALITY RELIABILITY COMPATIBILITY PERFORMANCE

What is ClassNet?

ClassNet is a no compromise, high speed network system designed specifically for Archimedes using standard Ethernet hardware and cabling. ClassNet provides a low cost way of connecting clusters of computers together without limiting future expansion. ClassNet interfaces utilise the very latest integrated Ethernet technology and allow connection to either Thick or Thin Ethernet cable. Using ClassiNet, speeds of over 600k bytes per second can be achieved when loading from a Level 4-file server. It is possible to load Edit, Draw, Paint and Impression in under 10 seconds!

Sharing Ethernet with other systems

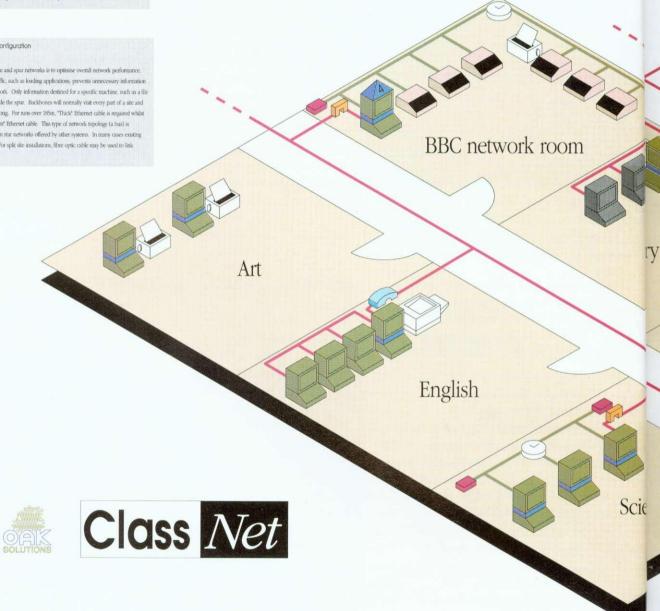
Many different computer systems can be connected to Ethernet. However, generally they all communicate in different ways. ClassNet is optimised for high speed communication between Archimedes computers, but there is nothing to stop other systems, such as PCs running LAN Manager or Unix machines using NPS, from being connected to the same network. To allow the Archimedes to communicate with other machines, special software such as Acces's TCP/IP Protocol Suite can be used. We recommend that critical systems, such as school administ should not be connected directly to the main school network, but perhaps separated by a bridge so that confidential information is protected from access by the 'hackers' within the school.

The Backbone and Spur configuration

The reason for having backbone and spur networks is to optimise overall network performance Separation of local network traffic, such as loading applications, prevents unnecessary information from saturating the whole network. Only information destined for a specific machine, such as a file server, will be transmitted outside the spur. Backbones will normally visit every part of a site and will therefore usually be quite long. For runs over 185m, "Thick" Ethernet cable is required whilst the spurs will normally use "Thin" Ethernet cable. This type of network topology (a bus) is substantially easier to install than star networks offered by other systems. In many cases existing Econer trunking can be used. For split site installations, fibre optic cable may be used to link separate networks together.

BBC computers using Econet

Existing Econet networks with BBC computers can be connected to the Ethernet backbone via a ClassNet/Econet gateway. This gateway is a piece of software which runs on an Archimedes and converts information between Econet and Ethernet formats. The BBC computers can transparently access any file servers connected anywhere on the network. Similarly, other computers can access file servers, such as Level 3 and FileStore, which are connected to the Econet. This transparent access enables full integration of existing technology with the new high speed networking system



Stand alone ClassRoms

ClassRoms need not necessarily be used within the context of a network environment; they provide hard disc facilities perfectly matched to classroom requirements. Pupils cannot accidentally (or maliciously) remove or alter applications, and yet they have all the benefits of the full speed of a hard disc and no requirement for disc swapping. The applications area of a ClassRom is immune from infection by viruses as the drive cannot be written to without ac the password protected management software. A ClassRom installed on a network can be removed from the network (e.g. for a teacher to take home at a weekend) and will still be fully functional as all the applications are resident locally.

ClassShare Clusters

ClassShare is a means of sharing a single ClassRom unit amongst several Archimedes. Each user sees two hard disc icons representing the applications and private user partitions. Users simply click on the icons in the normal RISC OS manner to access applications and data. ClassShare uses ClassNet interfaces to connect the computers together and hence can be used for shared printing. ClassShare clusters can be easily expanded into a full network by the simple addition of

ClassRom and Econet

Where Archimedes are to be used on an existing Econet installation, ClassRom provides the fastest and most manageable solution for applications delivery; over IM byte per second is available to each computer regardless of the number of machines. Applications are stored or secure partition of the ClassRom hard disc and multiple ClassRoms can be managed from a s machine. Installing ClassRom units on an Econet system confers even greater benefits when upgrading to Ethernet in the future. Other application delivery systems are tied to particular cabling systems which limit scope for future expansion. ClassRom is at the core of the whole ClassNet strategy and existing ClassRom users can easily upgrade their cabling system to profaster access to file servers, shared printers and management services.

bridge

Oak Solutions Suite 25 Robin Enterprise Centre Leeds Road Idle West Riding of Yorkshire BD10 9TE Tel: 0274 620423 Fax: 0274 620419

CD-ROM across the network

The high speed of ClassNet provides the best possible means of sharing CD-ROMs amongst many users. The ClassNet interface card uses advanced cacheing techniques to optimise data delivery rates and to minimise problems caused by the slow access times traditionally associated with

ClassShare Clusters in Design and Technology

Design and Technology is an area which can place the heaviest demands on the facilities. Very large applications, such as Design Processor, must be capable of being accessed quickly. Expensive, "data hungry" peripherals such as laser printers, plotters, CNC lathes and scanners must be accessible from all machines, and large quantities of users' data needs to be stored securely and at high speed. ClassShare clusters provide speedy access to applications and spooling facilities for all types of printers and plotters. File servers may be added locally or accessed via a bridge on the main network.

Design & Technology Archimedes network room

Traditional use of the network room involves simultaneous loading of large applications into all the computers at the start of a lesson. Over Econet this operation takes several minutes at best and in many cases does not succeed at all. Many products attempt to solve this problem but only ClassRom and ClassNet provide a no compromise, high speed solution using industry standard technologies optimised for use with the Archimedes. A ratio of 4 computers to 1 ClassRom. ensures fast application delivery (Impression loads in under 20 seconds into 4 machines) whilst at the same time ClassNet is used for shared printing and file server access.

Archimedes network room

File Servers

Talking to other networks - bridges and gateways

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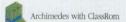
of the whole

for opinium performance, a large number of computers should be organised into several small networks to reduce network traffic. However, it is important that data can be passed between flese networks. Information can be passed between similar types of network via a bridge. Each bridge knows how the different networks are joined together. Whenever one computer sends information to another, the bridges pass on the information only to those computers which require it. Bridges are used to interconnect ClassNet networks. A gateway enables different types of nework to communicate by translating the information as well as managing the routing. A ClassNet/Econet gateway allows BBC computers on Econet to access Archimedes file servers on ClassNet and vice versa. ClassNet bridges and gateways are pieces of software running on a computer which is connected to both networks. They are shown explicitly on the diagram for

Network Manager's room

We recommend that where file servers need to be accessed from anywhere within the school network, they should be directly connected to the backbone. This minimizes the number of bridges which need to be crossed and improves performance. File servers, as well as providing shared access to hard discs for users' data, can also make available other central resources, such as Teletext, Fax and electronic mail. A tape backup system in the Network Manager's room can backup any hard disc anywhere on the network. Similarly, all management of Classicon hard





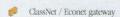


















It's a Classic

Oak Solutions combines the power and ease of use of several wellknown Archimedes packages to produce two Classic Collections.

One of the most important aspects of the Archimedes is the ability for applications to pass information between each other. This means that developers can produce products that do one job very well, knowing that output from their software can be combined within other applications at a later date.

The two Classic Collections from Oak Solutions combine some of the best Archimedes applications in their fields which can act as a starting point for creating a library of software ideal for helping to deliver the curriculum.

Each Classic Collection is available on a stand alone ClassRom or as part of a ClassShare cluster (see elsewhere in this issue for details of ClassRom and ClassShare). The stand alone offer includes a single user licence for the software, the cluster offer includes a cluster licence (up to 4 computers).

The Primary Classic Collection consists of the following software: StartWrite - a version of EasiWriter from Icon Technology; Junior Database - the simple-to-use database from Iota Software; Genesis Plus - a powerful multimedia authoring tool from Oak Solutions, and DataSweet - a collection of very simple spreadsheet, graphics, and data processing software from Kudlian Software.

The Primary Collection has been designed to offer a range of tools from which children of all abilities will be able to find something of value. Due to the nature of the RISC OS system, data created in one application can be easily moved to any of the others.

Primary

Secondary

The Secondary Classic Collection consists of a set of tools which have become standard requirements Gel for all IT activity. EasiWriter is a powerful word processor with graphical import and automatic table creation facilities. PipeDream 4 is a very powerful, easy-to-use spreadsheet application with all the functionality you will ever require. Desktop Database is a simple to use database management system allowing any size of database to be created and graphical analysis of that data to be displayed. Exports can be made to the mailshot system in EasiWriter. Genesis II is the de facto standard multimedia authoring system for the Archimedes. It allows text, graphics, animation, sound and Acom Replay movies to be combined and linked together. The powerful script language allows limitless expansion of the applications created. WorraCad is the most accurate 2D CAD system there available on the Archimedes. Technical drawings can be created to an accuracy of 18 significant figures. Drawfiles can be exported for use in other applications.

Classic collections are priced as follows: Primary Collection - single user £95, cluster licence £261.25 Secondary Collection - single user £145, cluster licence £398.75

Life with the Saxons

Saxon Life, the latest addition to the Foundation range of curriculum based Genesis applications, is aimed at History Key Stage 2.

The Saxon Life application is supplied on two discs. The first allows children to follow the story of the Saxon invasion and settlement of Britain from A.D. 400 to 1066, or to take themes, such as Invaders, Kings, Daily Life, Settlements or Religion and to follow these through.

The text is supported throughout by extensive use of maps, diagrams and pictures, making this an exciting and challenging application to use.

Children are not limited to following a predetermined path. 'Hot text' links enable them to branch out at many points and to make their own investigations.

The second disc contains a database and a set of problems and games.

The Census database can be used to build up a model of the population of a Saxon town.



"The text is supported throughout by extensive use of maps, diagrams and pictures, making this an exciting and challenging application to use."

The problems and games include a Saxon board game, Taefl, and three simulations, Village Site, Burh Location and Bretwalda.



In these, children work in groups to understand and solve the problems faced by the Saxons in finding places to live, establishing towns and finally in uniting into a single kingdom.

These applications are supported by a large pack of photocopiable paper resources. These contain activities suitable for a wide range of age and ability. The activities are based on the material in the applications but do not require the full-time use of the computer. Several groups can be working on their own projects at the same time.

Saxon Life costs £50.00, and the price includes a site licence.

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Tony Holdstock is a **Primary Advisory** Teacher for IT in Leeds. He has developed a number of multimedia. curriculum-based applications using Genesis over the last two years. Much of his work has taken place inside schools.

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Here he reports on his experiences.

Multimedia is the use of a number of different types of information text, graphics, photographs, animations, film, sound etc. - to enhance the impact, appeal, diversity, information content and thereby the educational effectiveness of computer screens. To produce a multimedia presentation in a real primary classroom might seem a daunting undertaking. Using Genesis Plus, I have worked with children as young as Year 2 to make records of their field trips.

Year 2 of Kippax North Junior and Infant School in Leeds went on a day trip to the local water treatment plant. On their return, they discussed what they had seen and drew pictures of the different processes. Using a borrowed hand scanner, we scanned their pictures and saved them as sprites. Some children used Paint to add colour to their scans. I then set up what was to be our standard Genesis page with three frames, a title, a picture frame and a text frame. Finally I added a 'Next' frame from the GenLib folder. This page was then copied to make a screen for each of the treatment processes.

The next stage was to drop a scanned sprite onto each picture frame and to agree with the children what the title and text should say. With children of this age, I find it helpful to act as the 'secretary', typing in what they want to say, but leaving them editorial control if they don't like the first draft.

Year 4's visit to the parish church at Howarth was based on the same idea of a standardised screen. They were taken on a tour, and came back to school wanting to reproduce this with the

Responsibility for each screen was taken by one or two children. This time however the children scanned their own photographs as well as their field sketches. Some children preferred to work directly in Draw. They also entered their own text and proved to be efficient editors of each others'

An extra dimension was added to the page about the church organ by dropping one of the Maestro files supplied on the Applications disc onto the picture on that page. A double-click now plays a short piece of organ music.

At Lawrence Oates Middle School, also in Leeds, I worked with a Year 6 class on a local nature trail. I set up a framework of linked pages corresponding to stops on the trail. Again the children scanned their field sketches and entered and edited text. One of the class is handicapped, so that writing and drawing are difficult for him. He is very observant however, and he and I discussed in detail the movements of sticklebacks and a waterwheel. I used Tween to produce the animations that David described, and the pleasure and status with the other children that he experienced made the time involved well worthwhile.

All the projects I have described were carried out using an A3000. The only hardware addition was a hand scanner borrowed from our Education IT Centre. As well as Genesis Plus itself, the software involved was Paint and Draw for pictures, Maestro for music and Tween for animation of drawfiles.

I have also experimented with producing a 'talking book' controlled by a Concept Keyboard. I used Oak Recorder, a microphone which plugs into the printer port and is supplied with its own software to record real speech for each page. The sound samples can be saved in the usual way, then dropped into frames on a Genesis page. This frame can already hold text or a picture.

The page has a 'loudspeaker' picture and 'forward' and 'back' arrows which are links to the next and previous pages. Installing the Genesis ConKeyRM module makes it possible to activate these frames by pressing the appropriate area of the Concept Keyboard.

Recording sound in the classroom - children's own voices for example - is simple using Oak Recorder. Within minutes, primary children can make and save their own sound samples.

The amount of sampled sound that can be stored on a floppy disc is limited. With the arrival of CD ROM however, horizons are widening rapidly. NCET are funding a project to evaluate the use of CD audio with computers. One part of this is a Genesis version of Goldilocks and the Three Bears, designed for use with children at Key Stage 1. Each

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page has frames which let the user hear part of the On many pages there are on-screen activities. Again these are described and explained orally. The use of the CD ROM means that a much larger amount of speech is available.

All Oak CD ROM drives are supplied with a Genesis Plus application which can control the CD.

Acorn's Replay will soon make full screen moving video available from within a program. As soon as Replay becomes generally available, a version of Genesis with appropriate modules added will be released.



Multimedia in a primary classroom is a real possibility using Genesis. Pictures, text and sound are only beginnings - Concept Keyboard, CD ROM and moving video are here now and can greatly extend the power and accessibility of the software.

Multimedia applications are available now. More, including some suitable for children from nursery age up, are about to be published.

Multimedia applications can be produced in the primary classroom. Pictures, text and sound can be produced with the children and integrated using Genesis.

Suggested software:

Genesis Plus, Draw, Paint, Edit, Maestro, Tween Additional hardware:

Concept Keyboard, Oak Recorder, Scanner, CD ROM

Multi-media applications suitable for primary use available now:

Ancient Egypt, Saxons, Castle Life

rstand finally

pack ontain e and rial in e use orking

price

£129.95

The Genesis family of products represent the de-facto standard in multi-media on the Archimedes. Genesis II is the most powerful application in the range, provides all the facilities of Genesis Plus, as well as a comprehensive scripting language which allows even non-technical users to generate their own powerful desktop applications. The script language has the power to control CDROMs and LaserVision players, and can be driven by devices such as Concept Keyboards for special applications. The language can be extended by compiling external modules using the ABC compiler. Upgrades are available to existing users of Genesis and Genesis Plus (including Learning Curve).



£14.95

Genesis Script Language Book



The basic use of the Genesis Script Language is covered in the Genesis II manual, but to get the most out of the language and to explore its ability to manipulate lists and databases, to create dialogue boxes and menus and a whole host of more advanced functions, the Genesis Script Language book provides an essential reference work. The book contains a full description each of the 300+ script keywords in its reference section and has chapters on each key area within the script language. VAT is NOT charged on this product.

ABC BASIC Compiler version 3

£99.95

The Archimedes BASIC Compiler is the only serious BASIC compiler available for the Archimedes. It is especially suited to the professional user who requires the speed and protection of a compiled language whilst retaining the flexibility of using an interpreted language during the development phase. Compilation under Version 3 takes place as a RISC OS task thereby allowing the machine to be used for other jobs at the same time. Relocatable modules may be created allowing star commands to be implemented, along with library modules which can contain functions and procedures which may be called from any program compiled using ABC, including Genesis II.



£99.95

Cambridge Pascal



The Cambridge Pascal compiler supports a comprehensive version of the Pascal language and includes many extra features such as full string and error handling. Additional extensions allow the use of random access files and provide direct access to the operating system routines including star commands. The compiler runs under the RISC OS desktop and supports conditional compilation, include files and compilation to relocatable modules. Comprehensive error messages and a trace facility ease the development process. A library of procedures and functions is provided to support access to the window manager.

The best in Languages for the Archimedes

Prices exclude £1.50 p&p and VAT Telephone for Education Prices



Oak Solutions Ltd. Suite 25 Robin Enterprise Centre Leeds Road Idle West Riding of Yorkshire BD10 9TE
Tel: 0274 620423 Fax: 0274 620419



Oak PCB is a brand new RISC OS compliant PCB and schematic design package. A multi-tasking desktop user interface based on !Draw ensures that users can quickly exploit the powerful draughting features, and create complex multi-layer circuit boards or schematics. Output is to RISC OS printer drivers, or the plotter driver supplied. Features Drawfile import/export, associative editing, drilling data, solder resist etc. etc. Supplied with comprehensive PCB and Schematic libraries.



WorraCAD

£99.95

WoraCAD is the de-facto standard RISC OS 2D CAD package. Working to 18 significant figures precision, WoraCAD provides all the tools required to produce superb accurate technical drawings. Outputs to plotters and RISC OS printer drivers. Features tangents, normals, intersections, parallels, automatic associative dimensions, grid, Drawfile export, linestyles, 16 layers, hatching, mirroring and stretching, CNC link available to Boxford Lathes. Libraries available seperately.



Draw Print & Plot

£39.95

Draw Print & Plot supercedes our earlier plotter drivers for Drawfiles (WorraPlot and ArcSign - upgrades available). DrawPlot accepts drawfiles and creates output on HPGL compatible plotters. Features outline fonts, sprites, filled areas, line thickness and depth sorting to avoid colours overlapping. DrawPrint accepts drawfiles and allows them to be printed to RISC OS printer drivers at a different scale - for example to create huge posters (cropmarks are created automatically).



KiddiCAD

£69.95

KiddiCAD is an exciting 3D building block package designed for younger users. 3D models may be created, using the library of building bricks supplied, and rotated in real time. The high speed of operation and the live 3D view allows users to quickly gain an understanding of work in 3D. Models may be output as Spritefiles in colour or wireframe mode, and can then be imported into painting packages, DTP, Genesis etc.



Leaders in CAD for the Archimedes

prices exclude P&P (£1.50) and VAT



The Ace Collection...

ween produces realistic animations from Draw files. You provide a starting view and a finishing view and Tween does all the 'inbetweening'. Text and sprites can be included in the movie and all colour changes and text sizes are catered for.

uclid is the best multi-tasking 3D graphics and animation system available for the Archimedes.
Working under the Desktop, Euclid is just like a 3D version of Draw. You can use your 3D images within other products, such as Genesis.

rcLight is a multi-tasking ray-tracer which will generate a realistic Euclid picture, or a complete Mogul film, while you are free to get on with other work. Different object materials can be specified including mirror and glass.

ogul makes films from Euclid 3D pictures. Set a camera up and 'fly' it through your image. Key points and positions are recorded and Mogul produces all the intermediate frames. Mogul films are automatically compressed.

plice allows you to edit films produced by Mogul or Tween. You can even produce hand-drawn cartoons by converting sprites from other sources such as scanners. The films produced can be used in a wide range of Archimedes applications.

...working together



Ace Computing 27 Victoria Road Cambridge CB4 3BW

Tel: (0223) 322559 Fax: (0223) 69180



Tween £34 (ex VAT) Euclid £68

ArcLight £50 Mogul £24 Splice £34

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SCSI

It's over three years since Oak launched the first SCSI card for the Archimedes. Now that there seem to be a plethora of different SCSI cards on the market, we take a look at what makes the Oak card special.

Oak's decision back in 1989 to go for a SCSI rather than the then popular ST506 type controller quickly proved to be correct. All the world's manufacturers of high speed workstations moved in the same direction, and development of SCSI hard drives gathered pace.

The original design brief was to produce a versatile, reliable SCSI 16 bit controller that would not impede data flow into and out of the Archimedes. It is a measure of how successfully this brief was achieved that the hardware design has remained unchanged since its launch and is now used by many thousands of clients from schools to Formula 1 racing teams.

The issue of speed was critical. No one could predict how fast hard disc drives would become in the future so the card had to be able to get data on and off the SCSI bus as fast as the Archimedes could deal with it. The card, therefore, allows the hard disc to work to the limit of its performance. Some manufacturers now claim impressive data transfer rates, but fail to mention that these speeds are only achieved when transferring data from the cache RAM on one card to cache RAM on another. Figures quoted by Oak always refer to real performance figures achieved when transferring data between Archimedes and hard disc.

Of course, speed isn't everything, and neither, in the world of SCSI, are hard discs. Support for other SCSI peripherals is also key to the success of the Oak card. The card inherently supports other 'disc like' devices such as magneto-optical drives, and was the first card to support partitioning in order to cope with drives larger than the 512Mb limit imposed by Filecore. Comprehensive support for tape backup devices ranging from cassettes to DAT is provided by the versatile OakTape software which allows hard discs, networks, and indeed any filing system, to be backed up and restored on a file by file basis. Filing system support for CD ROM drives is provided by Acorn's CDFS, and support for SCSI scanners is available courtesy of Computer Concepts' Scanlight Professional software.

The Oak SCSI card has always provided support for write protection of drives. The introduction of ClassRom last year refined the protection and management of hard discs to a level where drives can be used in the classroom with no danger of pupils accidentally or maliciously tampering with applications. ClassRom also removes the danger of applications becoming infected with viruses. Additionally, management tools take the pain out of keeping systems up to date. ClassRom is available as a retro-fit EPROM for existing Oak SCSI users.

Users of the Oak SCSI card have access to unsurpassed technical support over the phone in case of difficulties, and are assured of receiving only top quality equipment thanks to Oak's zerodefect manufacturing and test regime. Each card is exhaustively tested and any card which scores less than 100% is rejected, thereby ensuring that only 'perfect' cards are shipped to customers.

RISC OS 3 Make the most of the new printing PRINTING

facilities in RISC OS 3 with Ace

Computing's Pro-Drivers

The new printer driver system supplied with RISC OS 3 provides many enhancements over the old-style system. Multiple printers can now be supported and text and First Word Plus files can be spooled and queued.

The boffins at Ace Computing have wasted no time in implementing even more enhancements to the RISC OS 3 system and have just released the Pro-Driver range.

Pro-Drivers offer significant improvements in a number of areas:

A new version of !Printers allows all types of printer to produce professional 'CMYK' colour separations.

A spooler application works with the new Printers to allow all printing from applications to be spooled and then sent to the printer in the background - thereby returning control of the computer to the user as quickly as possible.

HP colour printers are supported (PaintJet, PaintJet XL, PaintJet XL300 and DeskJet 500C) and the drivers include level 2 data compression.

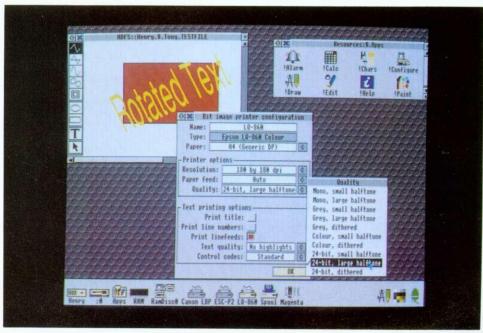
The new Epson ESC-P2 printer standard is supported, again including data compression.

The Canon LBP4 and LBP8 printers are supported, driven via the parallel port (no expensive direct drive card to buy!).

24 bit colour output is available for ANY colour capable printer.

Ace's new Pro-Drivers offer a low cost route to maximising the use of your printers under RISC OS 3. Valuable improvements in performance are available, whatever printers you own.

Pro-drivers are priced from £25 (ex VAT)



Battle of the Somme

The Battle of the Somme is a multimedia presentation concentrating on the events that occurred around the 1st July 1916. The software allows pupils to explore text, sound, graphics, photographs, maps, laservision stills and movie sequences.

The Imperial War Museum have released movie film, photographs and sound recordings for the production of a laservision disc which is available for use with the package.

The package was conceived and produced by the Netherhall School in Cambridge with support from the NCET. It was authored using Genesis II and is focussed on cross-curricular resources with worksheets supporting its use in History, English, Maths, Geography, Music and Art.





A letters section contains postcards sent back from the trenches by one soldier during 1915 and 1916 which provide an excellent stimulus to written work in the classroom.

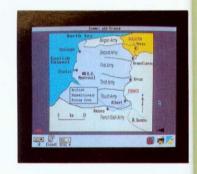
A calendar provides easy cross-referencing and fast access to specific events allowing the user to dip into dates between 1914 and 1916.

A Roll of Honour database lists all soldiers in the Cambridge Battalion killed on 1st July 1916. This data can easily be amended to contain information more appropriate to different regions. These lists provide good stimulus for activities in Geography and Mathematics classes as well as History.

The application contains songs that were sung to entertain the soldiers. The tunes may be played using the computer's sound system, or a rendition by a male voice choir can be heard via the laservision disc.

A set of maps allows access to information relating to specific areas - starting with a view of Europe and zooming right in to the front lines. A Concept Keyboard may be used at this stage as an alternative to the mouse.







Audio tracks on the laservision disc allow the user to listen to interviews with a variety of survivors of the Somme, and the forty minutes of movie film have been segmented into short clips related to other materials in the package.

A textbook section provides important factual background to the events which took place. Selections include Women at War, Propaganda, The Air War and Joining Up.

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PROGRAMS

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ate.....

TWO IN THE HAND

Hand-held scanners can be good value for money. Ian Burley compares two leading products



Original art work for scanning

f there's an area the Archimedes has really excelled in, it has to be desktop publishing (DTP). Image scanning goes hand in hand with DTP and, consequently, the range of image scanning devices on offer to Archimedes users is unsurprisingly large.

This month we look at two of the main contenders in the Archimedes hand-held monochrome scanning stakes; Scanlight 256 from Computer Concepts and Scan 256 from Watford Electronics.

WHO NEEDS IT?

If you have access to a half-decent printer like a 300dpi ink-jet or laser printer, it's really not at all difficult to produce leaflets and pamphlets with very good scanned-in illustrations, almost up to the quality you find in the daily newspapers. The latest 600dpi lasers from Computer Concepts and Calligraph are capable of even better results. However, even these printers hold back the ultimate reproduction quality of a decent scanned image, which can only be revealed when printed professionally. But that's exactly what hundreds of Archimedes users are already doing anyway.

You don't even need a DTP package, as most of the better Archimedes word processors can incorporate scanned images or 'sprites' into their documents. Image scanning is also a very useful way of sourcing illustrations for multimedia databases, art packages and 3D rendering programs. If you have a fax facility like Computer Concepts' FaxPack you can give your faxes that personal touch by scanning in your own logo. There are endless other uses for scanners.

THE HARDWARE

Professional publishers almost universally rely on high-resolution flat-bed scanners to grab images like photographs and pre-printed line art. The cost of flat-bed scanners is falling quite fast but, for most cost-conscious non-professionals, the only choice remains a hand-scanner. One wag recently pointed out a job for a hand scanner that even the best flat-bed would find difficult to accomplish; recording the labels on a precious collection of vintage wine bottles!

Hand-scanners have improved considerably over the years, and units capable of recording colour images are now available, although they are relatively expensive and are arguably of limited use compared to the monochrome types examined in this article.

The very earliest hand-scanners were derivatives of hand-held bar-code readers used in shop check-outs. A coloured light, usually red, was reflected off the code and sensed by a CCD (charge coupled device) chip. Versions for the computer market added a wheeled mechanism to detect the scanning motion of the unit as it was manually drawn across the art work. These early scanners were limited to around 200dpi with a



Watford's unit offers a faster scan but is more 'contrasty'

maximum of 16 grey scales. These days the best affordable monochrome hand scanners offer 400dpi maximum resolution and up to 256 grey scales, which is adequate for professional quality reproduction. Green has now replaced red as the most common scanner light source.

Both of the scanner units reviewed are greenlight devices offering 100 to 400dpi resolution in steps of 100dpi, and switchable to 256 grey scales as well as momochrome for line art. The Computer Concepts' Marstek Matador is sourced from Taiwan while Watford Electronics' scanner is Japanese. Both scanners appear to share some identical parts, though the external casings differ in style slightly. They both appear to be identical in the quality of construction. Each unit requires a special interface card to connect to your Archimedes.

Each card has its own particular advantages. The CC one can be software-driven to adapt to different types of scanner head. Original customers have had the comfort of knowing that if a super-duper new scanner came out there would be a chance that CC could rewrite the device driver to make it compatible with the same

The Watford arrangement is designed for speed. It's certainly noticeable that you can move the scanner head more quickly and comfortably during a scan than the CC one. The Watford card is dedicated to the one scanner mechanism, which I'd consider to be a disadvantage, as both units are capable of producing more than adequate results.

IMAGE PROCESSING

Just as important as the hardware is the accompanying software. Raw scanned images will often require cropping, rotating, alterations to contrast and brightness plus image enhancement like sharpening, softening and filtering. The software supplied by both CC and Watford supports all the usual image manipulation and enhancement facilities you'd expect, plus more.

Computer Concepts has now standardised on the latest version of the software that was originally developed for the Scanlight Professional flat-bed scanner. The user simply chooses which scanner and interface is required, and the correct device driver is loaded. I was able to use exactly the same software to scan images from both CC's Canon SCSI flat-bed scanner as from the Matador hand-held. Not every feature is available to the hand-scanner user; the useful 'photocopy' function available to LaserDirect printer users who have flat-bed scanners does not seem to work with the hand-scanner.

While the same essential software facilities are featured in both scanner packages, they differ in some basic respects. Both offer 'before' and 'after' processing displays of the currently loaded image. The Scanlight software defaults to a mode which generates the modified image display on the screen in real time.

This saves a lot of memory, which means Scanlight is a viable proposition on a 2Mb Archimedes, even when dealing with quite large scanned images. The drawback is that, though it is very fast considering the data processing being carried, screen updating can be a bit slow. A memory cache option speeds things up considerably, but uses up more memory. Remember that original images can be well on the way to 2Mb in 400dpi/256 grey scale mode.

The Watford software uses a multiple buffer system, which allows several processed versions



The Scanlight 256: good image processing software



By contrast, the Scanlight Professional flat-bed scan

of the same original image to be displayed at once. One buffer can contain the resulting processed image generated from a previously processed image, leaving the original untouched. Compared to the CC software, which only offers a single comparison with the original, the Watford software can show several comparisons and this convenience could mean less time fiddling to get the image just right. However, you really need the full complement of 4Mb of Ram to make the most of this feature.

Scanlight now supports the relatively new Acorn 256 greyscale sprite format. Currently there are a lot of software packages which will display these sprites in a splash of strange false colours, but applications like Impression, Ovation DTP and the latest Risc OS 3 versions of Draw and Paint now recognise 256 greyscale sprites in 16-colour screen modes correctly.

Watford's review software could not save sprites in the new format, although this will be corrected. Although it does offer alternative file formats such as Aim and Tiff, I was surprised to find that Draw format files could not be saved directly.

HOW THEY COMPARE

	WATFORD	SCANLIGHT
	256	256
Price	£185	£199
Scanning width	105mm	105mm
Max grey scales	256	256
Acorn 256 grey sprites	Not yet	Yes
Max resolution	400dpi	400dpi
Scan illumination colour	Green	Green
Scanning speed	Medium	Slow
Multiple image buffers	Yes	No
Image rotation	Risc OS 3 only	Yes
True brightness/contrast	Yes	Yes
Sharpening	Yes	Yes
Edge detection	Yes	Yes

COMPARISONS

The Watford Scan 256 and CC Scanlight 256 were compared with each other, alongside a flatbed Scanlight Professional Canon unit. All scans were at 300dpi in 256 grey scale mode. As all the scanners are based on green light CCD sensors, they all had problems with the colours on the subject's jacket. All the unmodified original scans, as reproduced here, had trouble differentiating the turquoise and red sections of the jacket. Considerable contrast adjustment could fix this, but only at the expense of other parts of the picture.

The Scanlight Matador unit's brightness was set to its middle position. To get a comparable picture on the Watford scanner meant turning up the brightness well past the middle position. The Canon flat-bed doesn't have a brightness control and its resulting image was a bit dark.

Overall there wasn't a great deal to choose between the two hand held units. The Watford unit was a touch more contrasty and it was less difficult to scan images as you can move the unit more quickly than the Matador without inducing a speed warning. The Canon flat-bed was arguably very slightly sharper, which is only to be expected considering the extra cost and sophistication.

I preferred Scanlight's software. It includes the provision of 'handles' on the grey scale map for easy and direct mouse-adjustment, plus a fast image rotation function - the Watford software requires Risc OS 3 for this. Watford, however, supplies endless utilities for those very keen on the finer details of image enhancement. Ideally, I'd prefer to run the Scanlight software with the Watford hardware.

PRODUCT DETAILS

Product: Watford Scan 256 Supplier: Watford Electronics, 250 Lower High Street, Watford WD1

Telephone: (0923) 237774 Price: £185 excluding VAT

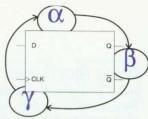
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PROGRAMS

The section that is packed full of programs for you to use

our calculator can tell you what 993400 is, and your Archimedes can too. But with Nick Craig Woods' Numbers module on page 111 of BAU, you can start thinking really BIG! Like, the sort of numbers that are involved in calculating the number of stars in the universe, or the number of atoms in your head.

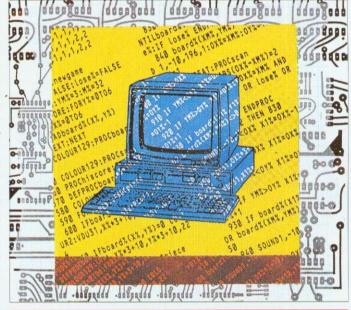
Nick primarily designed his calculator to find prime numbers, which it does with great finesse, and before long your Archimedes is churning out the sort of numbers that have taken years to find. Numbers can be fascinating, so turn to Nicks article and immerse yourself in numeric heaven.

After you've descended from infinity, then try a casual cruise through our userfriendly *INFO. This month resident Data DJs, Dave and Dave, take you through the new pressings, and present a few mixes of their own.

Coming in at number seven, regular groover Jan Vibe, creator of wacky patterns, presents a double-sided trip into psychedelia. Eggs and Eye wouldn't look out of place on the background of the latest videos - all we need now is the music!

Idol talk is no thing to do, program popsters, and entering the *INFO chart at no six is the Daves' utility to get you networkers networking your thoughts. Now you can talk to each other over your wires, with no chance of them getting crossed. Another cruise into colours at number five presents CIE, an attempt to show all of the colours that the Arc can produce, in one simple diagram.

At number four, your eightbit's screen is doing the new dance craze, the raspberry ripple. Type in this one, and



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watch that screen jive! For regular techies, some fast mathematics hops in at number three, and at number two a new fringing effects demo gets your eyes popping. And at number one this month we

have Auto, the utility that helps you change your desktop environment. We're not just offering new entries, but our independent chart provides us with remixes, including a new version of eight-bit Water-

world, and a correction to the Uptime utility from the April 1992 chart. To work your way into the *INFO chart, send your submissions to, *INFO, BBC Acorn User, 101 Bayham Street, London, NW1 0AG.

David Radford's sound series has come to an end now. but this month Richard Garrett, musical expert, tries out David's routines, and creates a virtual orchestra in his living room. Read his article on page 122, and learn exactly how to synthesise the sounds of your favourite instruments.

Those of your following our guide to the inside of your 32bit machine, turn to page 125, where you'll learn all about simple arrays, and then how to sort a block of data, all in machine code.

If some of the words in BAU leave you feeling confused, then you need our A to Z of computer jargon. Our resident Sarah beginner. explains some of the jargon associated with the computing world. If you've just picked up BAU, or a computer, then this is the place to start.

Arachnophobes should look out for pages 132 and 133, where our hairy friends are spinning their webs with the help of Mat Tizard. Mat uses the spiders' webs to show how natural selections has perfected today's web. Electronic flies buzzing around the screen test out each generation of web, and the fattest spider lives to tell his sons and daughters how he built it. Turn to page 132 to read about how we can simulate evolution on our computers.

Finally, the yellow pages offer you the chance to copy in these programs. The Numbers module however is only available to subscribers and is found on the monthly disc.

Paul James

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To solve problems at the leading edge of mathematics, you need to be able to

handle really big numbers. Nick Craig-Wood explains how it is done on the Arc

umbers with lots and lots of digits have fascinated people ever since the decimal number system was invented. In a famous problem that the mathematician Archimedes posed to Eratosthenes, one of the answers was a number of over 200,000 decimal digits. So both of them would have been quite at home with my big-number program, Numbers.

000000000000

0000000

Numbers allows you to calculate with numbers as big as the memory in your computer. However, before you rush off to calculate π to a million places, remember that the routines only deal with whole numbers (integers). Later I will explain how to simulate fixed point arithmetic. This makes the module ideal for number theory, and for RSA public key encryption.

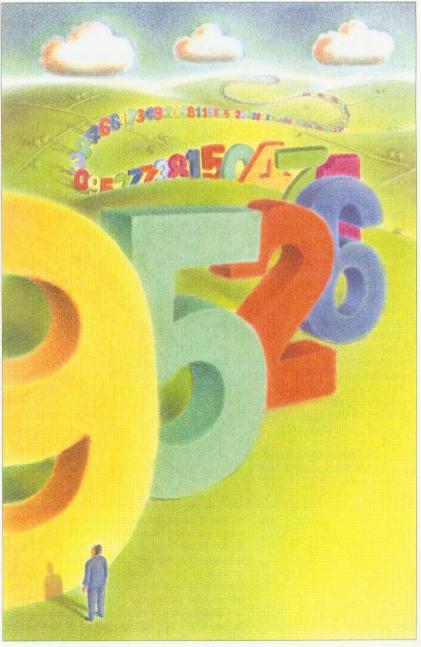
The NumCalc program puts a friendly face on the Numbers module, enabling you to use it like a calculator (albeit with a few more digits than usual). It acts as an expression evaluator, similar to a more modern calculator. It enables you to enter expressions in normal notation and it will calculate then for you. It has 26 variables (A-Z) and holds the result of the last calculation in variable @. If you enter a '?' the program will print out some help.

You can type in upper or lower case, Num-Calc doesn't care. So have a go! Type in an expression as you would in Basic and it will be calculated for you. Remember to load the Numbers module (by double clicking on it) before running the program.

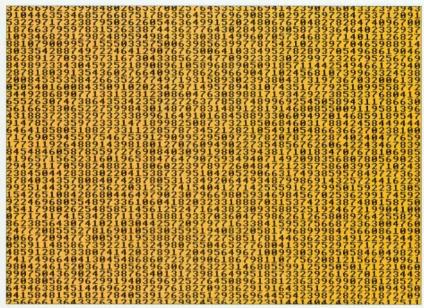
EASY TO USE

You can see how easy NumCalc is to use if you take a look at the three examples in the box overleaf. NumCalc has some operators that Basic does not. These are '!' for taking factorials (N! = $1 \times 2 \times 3 \dots (N-1) \times N$ so 3! will give the reply 6) and '%' which works the same as the Basic MOD operator. The functions rnd(a), probablyprime(a), gcd(a,b), smallfactor(a), sqr(a), powmod(a,b,c) are also provided and these are described in the help. ESCAPE will interrupt any calculation that is taking too long, and SHIFT-ESCAPE will exit you from NumCalc.

After I decided to write these routines in Arm code, a module seemed the most logical way to



PATRICK PRESTON



Approximately the number of ways to arrange the paintings in the Paris Louvre

USING NUMCALC

 As a simple calculator. The last example shows how to simulate fixed point arithmetic. The large number is the square root of 2 to 50 decimal places, if a decimal point is placed just after the first 1.

Expression: 2+2 Result: 4 Expression: 2°64

Result: 18446744073709551616 Expression: sqr(2*10^100)

Result:

141421356237309504880168872420969807856967187537694

• For symbolic algebra, including how to solve a large quadratic equation:

Expression: a=1 Result: 1

Expression: b=-456579579579588 Result: -456579579579588

Expression: c=56200344488577628484340195 Result: 56200344488577628484340195

Expression:

(-b-sqr(b^2-4*a*c))/(2*a) Result: 123123123123

Expression:

(-b+sqr(b^2-4*a*c))/(2*a)

• An investigation into whether 267-1 is prime or not. (Incidentally, the factors shown were completed by hand by Frederick Cole in 1903 - he said it had taken him 20 years of Sunday afternoons)

Expression: p=2^67-1

Result: 147573952589676412927 Expression: probablyprime(p)

Result: 0

Expression: 193707721*761838257287 Result: 147573952589676412927

Expression: @-p Result: 0

> present them. This means that the routines are called as SWIs using the SYS command from Basic. At the core of the Numbers module are the memory management routines based on OS_Heap. These enable numbers of variable length to be kept in a reusable piece of memory, known as a 'heap'.

> Numbers stored on the heap (referred to as 'nums' from now on) are stored in two parts. There is a head and a tail. The head is fixed,

and when a pointer to a num is referred to, it is actually a pointer to a head.

The head points to the tail of the number. This is where the actual digits of the num are held, in binary, and this may move and expand or contract as operations are performed on the num. The head also contains information about how long the number is, and what its sign is and some other housekeeping details. Have a look at the diagram to see how a typical num is stored

The module uses straightforward techniques like those we were taught at school to do calculations. That covers add, subtract and multiply. Dividing is a more difficult process, because the computer cannot guess what the next digit of the answer is. When we do long division we only have to guess from one of 10 digits (base 10). However, the most efficient way to hold numbers in the Arm uses numbers in base 232 -4,294,967,296, which is too many to guess one digit from! A more sophisticated method is used, which approximates the next digit by looking at the quotient, and then makes sure that the sum was correct.

To use the module it is necessary to set some workspace aside for it to use as a heap for the numbers. Here is how a program to use Numbers might start:

*RMEnsure Numbers 0.0 Error 1 Numbers module not found

HeapSize=64*1024

DIM Numbers HeapSize

SYS "Num_HeapInit", Numbers, HeapSize TO hp%,zero%,one%,two%

This makes a heap for the numbers and gets hp%, which is a pointer to the heap variables, (this is needed by some of the SWIs): zero%, one% & two% are pointers to numbers which have the preset values 0, 1 and 2, for convenience and internal use.

BASIC FUNCTIONS

All nums must be initialised before use. What this does is make a head in the heap and sets the tail to zero. So the following would make some variables, called a%,b%,c%.

SYS "Num_Init",hp% TO a%

SYS "Num_Init",hp% TO b%

SYS "Num_Init",hp% TO c%

In order to set a num to an integer (or a Basic variable in the range $\pm 2^{31}$) you would use:

SYS "Num_Set", a%, 12345

The following would input a string and convert it to a num pointed to by a%:

SYS "Num Input", a% TO flag%

IF flag%=0 THEN PRINT "Number was bad"

Number's SWIs always take their arguments before their results, so:

SYS "Num_Mul",a%,b%,c%

This does c%=a%*b% or, more mathematically, a%*b%Îc%. Num_Add and Num_Sub work in exactly the same way. Num_Div is slightly more complicated, returning the remainder (modulus) as well as the result (quotient). So:

SYS "Num_Div",u%,v%,q%,r%

does (in an equivalent Basic statement) q%=u% DIV v% and r%=u% MOD v%. To print out a% use: SYS "Num_Print",a%

That covers the basic operators. Intermediate in complexity come the following . . .

To return the sign of (a%-b%):

SYS "Num_Cmp",a%,b% TO sign%

so, say you want to have a statement of the form IF a% > b% THEN . . . , you would do it by:

SYS "Num_Cmp",a%,b% TO sign%

IF sign% > 0 THEN . .

You could substitute any of <,<=,>=,<> for the > in the statement above. If you want to make local variables for PROCs and FNs this can be done with:

DEF PROCdo_something LOCAL local_variable% SYS "Num_Init",hp% TO local_variable% REM Rest of PROC SYS "Num_Remove",local_variable% ENDPROC

You should not set num a% to num b% by b%=a%. It will work, but the head and tail of b% will be left in the heap using up room, so use one of the following instead:

SYS "Num_Swap",a%,b% Swaps the value of a% and b%

SYS "Num_Move",a%,b% Moves the value of a% into b%

ADVANCED FUNCTIONS

Here is a brief description of some of the functions which are useful for things like finding large prime numbers, RSA cryptography or number theory:

SYS "Num_Gcd",a%,b%,c% Finds the greatest common divisor of a% and b% into c%

SYS "Num_Pow",a%,b%,c% Finds a%^b% into c%

SYS "Num_PowMod",a%,b%,c%,d% Finds a%b% MOD c% into d%

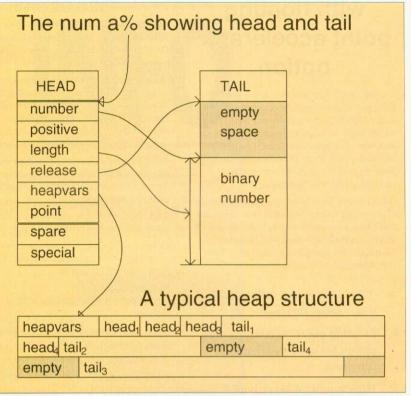
SYS "Num_Inv",a%,b%,c%,d% Finds c% & d% such that a%*c% MOD b%=d% AND d%=GCD(a%,b%)

SYS "Num_ProbablyPrime", a% TO f% Returns f%=0 if a% is not prime, f%=1 if a% is prime (with a probability of 0.25 of being wrong)

It is worth explaining more about Num_ProbablyPrime. This is for testing whether a number is prime or not. If you use it once and it returns a 0 then your number is not prime. However, if it returns 1 then your number might be prime (three chances out of four). Every time Num_ProbablyPrime is run, it is different, so that if you use it twice and both answers were 1 then you have a prime with a probability of 15 chances out of 16.

So, to 'prove' a number prime to a given probability, run the routine lots of times. If you run it N times, and each time the result was 1 then you have a prime to a probability of 1:4-N. So if you run the routine 50 times with answer 1 you can be sure the number you had was prime (the chances of a cosmic ray particle changing the state of a bit in one of your Ram chips is higher), although many mathematicians would not call that a real proof.

Using Num_ProbablyPrime is much quicker than proving the number prime. For a number of N digits, Num_ProbablyPrime takes a time proportional to N³, however the quickest routine to prove the number prime takes time proportional



How Numbers handles heaps

PRIME PROPERTY

A prime is a number which is divisible by only 1 and itself without remainder. A Mersenne prime is a prime of the form 2^p-1, usually denoted M_p. The world's largest known prime is a Mersenne prime, which may well be known to readers of *BAU* since, in June 1991, Dr Susan Stepney wrote an article with a program to calculate the numbers in question and determine their primality.

The program by Dr Stepney was re-written using the *Numbers* module (*Lucas*, on the disk). This has two major advantages. First, the calculation done with the large numbers is done by the *Numbers* module and hidden from sight, making the program easier to understand. Second, the calculations in the module are done in machine code and run an awful lot faster. To show that M₃₉₇ is not prime takes three¼ hours with Dr Stepney's program, but using the *Numbers* module it takes five seconds. The program will discover that M₅₂₁ is prime in 12 seconds. If you leave the program running for about a week it will discover all the Mersenne primes up to M₄₄₂₃.

M₂₁₆₀₉₁ is (probably!) the largest prime known at the current moment. If you increase the HeapSize to 512*1024 in the *NumCalc* program and enter 2'216091-1 into it, it will show you the number in a few minutes. To check that it is a prime would take about five years on an A5000! Here are a few primes which I have discovered (though not necessarily for the first time) with *Numbers:*- 2⁴⁴²³-1, 340!+1, 111...111 (1031 occurrences of the digit '1'; a number of this form is called a rep-unit), 10¹⁰⁰+267, 10¹⁰⁰⁰+453.

to N⁵, so for 100-digit numbers it would take around 10,000 times longer.

On the monthly disk you will find *Numbers* (the module), *NumCalc* (the calculator), *Lucas* (to find Mersenne primes), *NumModTxt* (documentation on all *Number*'s SWIs) and *RSA* (a demonstration of public key encryption).

Number theory was once thought to be the least productive area of maths. In recent times that has changed, and it has become the key to many different types of encryption techniques, secure verification, error correcting codes and others. Karl Gauss said, 'Mathematics is the queen of the sciences and number theory the queen of mathematics' and with that sentiment, may you be speeded on the way to the heights of mathematics by *Numbers* and *NumCalc*.

NEW

ARM3 upgrade with floating point accelerator option

The only ARM3 upgrade to allow a floating point accelerator chip to be connected directly to the ARM3's 32-bit coprocessor bus. The ARM3 itself increases the speed of your computer by a factor of at least 3, and sometimes even more. In addition the floating point chip speeds up maths operations previously emulated by software.

Other floating point units have the disadvantage of occupying a slot in the backplane. They are also either incompatible with ARM3 boards, or relatively slow due to the 16-bit backplane interface. This upgrade does not suffer from any of these disadvantages.

- ★ ARM3 alone gives typical 3 to 4 times speed increase
- ★ Floating point accelerator chip option for even faster maths functions
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- **★** Fits A305, A310, A440, 400/1 series and the A3000
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Installation is straightforward for all machines except the A3000, but a fitting service is available in all cases. Please note also that the A300 series and old A440 require the MEMC1a upgrade. Please write or phone for full details.

Our usual money-back guarantee applies to this product.

ARM3 introductory price - £175
MEMC1a - £36 Floating point unit - £ TBA

A3000 systems & memory

A3000 - £599 A3000 Learning curve - £642 Free 2Mb RAM upgrade included in the price.

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Bare board (without RAM chips) - £25.50 An easy to fit and reliable RAM upgrade. 8chip design for minimal power consumption. Gold plated connectors ensure long term reliability. No soldering needed.

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Powerful ARM3 based machine allowing up to 16Mb RAM.

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RISC OS 3.10

Acorn's new operating system for their range of RISC computers. The current version of RISC OS (2.00) is just 512K long, whereas OS 3.10 contains 2Mb of code.

Many applications which were previously supplied on disc are now contained in the OS ROMs. This includes improved versions of Draw, Paint and Edit. Because they are available on ROM they are always instantly accessible, and also occupy less RAM space.

Other features include extra "background" operations. For example, discs can now be formatted or files copied while the machine is used for other purposes.

RISC OS 3.10 may be used on the A305, A310, A440, 400/1 series, A3000, A540 etc.

Orders for RISC OS 3.10 are now being taken on a first-come first-served basis. Phone 0752 847286 for further details.

RISC OS 3.10

£41.70

(Please phone to check this price before ordering)

A305, A310 and A440 owners please note. Although the ROM sockets inside your machine are large enough to accommodate the new ROMs, simply plugging in RISC OS 3.10 will not work. This problem is overcome by installing the RISC OS Carrier Board first. The RCB may be used with any version of RISC OS.

RISC OS Carrier Board

£21

A5000 systems & memory

A5000 with RISC OS 3, 40Mb hard disc, multisync monitor and ARM3. - £1499.
A5000 learning curve. - £1531.
Free 4Mb RAM upgrade included in the price.

2Mb memory board (4Mb total) - £85
A compact board measuring just 104mm by
49mm, this design fits vertically in your
machine. No soldering required. Unlike larger
boards, there is no need to remove the disc
drive. Four-layer design as specified by Acorn.
A bare board (ie without the RAM chips fitted)
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Hard disc upgrades

A range of fast (17mS) SCSI hard discs with a two year warranty, in sizes from 52Mb upwards. Supplied with all metalwork and cables. 400/1 machines merely require the drive and SCSI card. 300 series require a backplane.

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Prices exclude VAT.

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34 Culver Road, Saltash, Cornwall PL12 4DR. Tel (0752) 847286. Fax (0752) 840029

A310 & A305 upgrade column

Memory expansion

Extra memory is without doubt the most worthwhile addition to any A300 series machine. Some programs won't even run with only 1Mb, and 2Mb is a bare minimum. Certain applications, desktop publishing for example, benefit from a 4Mb system.

2Mb - £99

4Mb - £163

Compatibility. The memory is detected and used by the machine automatically, so there are no special commands needed. Works with both RISC OS 2 and 3.10.

The use of only eight RAM chips ensures low power consumption. Compatible with ARM3 upgrades, backplanes, hard discs etc. This upgrade is supplied on just one, compact board measuring only 195mm by 40mm. Four-layer circuitry reduces electrical noise for trouble-free operation. The 2Mb upgrade may be upgraded to 4Mb later by the user, without any soldering. A copy of the fitting instructions is available free of charge.

A complete fitting service is available for our RAM boards covering courier collection, installation and testing, MEMC1a, return delivery and guarantee. This is normally a three-day service (eg, collected Monday, returned Wednesday). We have been upgrading 300 series computers for nearly three years, and during that time a reliability record second-to-none has been established.

Is there any other 300 series RAM upgrade wich has been available for as long as this one, and which has the same reputation for quality and reliability? No.

Still not sure? Compare it with the competition before making up your mind. Use our 14-day money-back guarantee to check it out for yourself.

RISC OS Carrier Board

£21

This is an easy to install adaptor board for the larger RISC OS 3 ROMs. A set of links on the board allows it to be used with RISC OS 2 and easily adapted for RISC OS 3 later. Suitable for use with the A305, A310 and A440. The adaptor has been fully tested with RISC OS version 2.00 and version 3.10. It is fully compatible with other hardware upgrades such as the RAM board described above, ARM3's, backplanes, VIDC enhancers and expansion cards.

4-slot backplane with fan

£57

Combination deals

4Mb with MEMC1a, self-fit

£199

Collection of your computer, installation of 4Mb of RAM, MEMC1a, and RISC OS Carrier Board, testing, full guarantee, and return delivery £219

Special prices available on hard discs, ARM3 boards and software when ordered with any memory upgrade.

DTP special

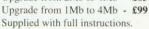
Your A300 upgraded with 4 Meg of RAM, MEMC1a, ARM3, RISC OS 3 and Impression 2 software £549

We can supply a range of hard drives with the above system.



RAM for 410 & 420

Upgrade from 1Mb to 2Mb - £34 Upgrade from 2Mb to 4Mb - £65









Dave Lawrence and Dave Acton present their monthly mix of programs for all Acorn users

STAR PROGRAM **AUTO**

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Program: Auto (!RunImage, MakeSpr)

Purpose: Desktop utility Author: Andrew Young

Machine: 32-bit

Listings: Both 70 lines Basic

This very short and neat desktop utility should prove valuable to many readers. It's designed to set up your desktop environment appropriate to your current activity.

Very often, you need certain applications loaded, certain

FIGURE ONE: What you need to get Auto started. (Lines are separated with a ¶).

!Boot:

Set InitialiseSDir <ObeySDir>¶ **IconSprites** <Initialise\$Dir>.!Sprites¶

<Initialise\$Dir>.!RunImage¶

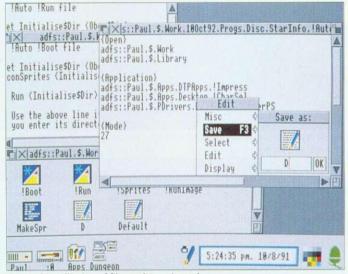
Set Initialise\$Dir <Obey\$Dir>¶ **IconSprites**

<Initialise\$Dir>.!Sprites¶ WimpSlot -min 32k -max 32k¶

Run < Initialise SDir>.

!RunImage¶

directories displayed, and even specific screen mode selected for a particular task. For example, you might want Impression and Edit installed adfs::MyDisc.\$.WP opened and screen mode 17. These requirements can be saved as a simple text file within Auto. The text file is given a single letter name that is the same as the 'hot key' you want to use to install the environment (for example, W for word processing). Simply



Set up this collection of files and Auto is ready to go

HINTS AND TIPS

 James Bossard offers an easy way to get tiny but readable print on your Epson-compatible printer. Just type:

VDU 2,1,27,1,51,1,16,1,27,1,80,1,15,1,27,1,83,1,1,3 which selects Pica, condensed and superscript, and alters the line feed to

- Robert Bergs offers the following tip for users of Quest Paint who would like to compress their pictures using our screen compressor (Pieces of Eight, September 1991). Just enter the I/O menu and press print. At the prompt type *SVPIC <filename> and your picture will be squashed and saved! To reload do similar but type *LDPIC <filename>. Apparently Quest Paint thinks that the commands are for printer dumps and so displays the screen in full ready for dumping. Another use for this, says Robert, is to get text onto the screen. Prepare an Ascii file, select print and type *TYPE <filename> - the text will appear on the screen.
- Archimedes users have always had the luxury of sprites, but Glyn Davies points out that Master owners needn't despair. On their welcome disc in the Library directory can be found a sideways Ram image called Spriter. To install use ...
 - *SRROM 6

16/216in.

*SRMLOAD Spriter 8000 6 Q

.. or something similar. Then press CTRL-BREAK. Type *HELP SPRITES for a list of the available commands. Most are identical in operation to those on the Arc. Also, *HELP GRAPHICS will list all the relevant VDU, GCOL and PLOT codes needed to use the sprites.

double-click on Auto while holding down W and your machine sets itself up.

To use Auto first create this directory and then enter and save the !RunImage program inside it. Next enter and run MakeSpr which will create the file Sprites. Put Sprites in the directory too. Now enter the Boot and Run files, as shown in Figure One. These should be obey files - use Edit to create them. If you would like Auto to be run automatically by the desktop remove the 'l' (vertical stroke) character from

FIGURE 2: An example of an Auto configuration file:

{Open}¶ adfs::HardDisc4.\$.Apps.RiscOS adfs::HardDisc4.\$.Data.MyDocs {Close} adfs::HardDisc4.\$ {VDU} 2,1,27,1,67,1,70,3 {Module} BasicEdit NewModes {Application} adfs::HardDisc4.\$.Apps.RiscOSadfs::HardDisc4.\$.Apps.Documents.1stWord+.!1stWord+ {Mode}

the last line of !Boot. Finally create an empty text file called Default and save this in Auto too. Use Edit for this or use *Create Default then *SetType Default Text.

Each configuration file is just a text file containing special keywords followed by one or more parameters. The valid keywords are as follows: {Open} precedes one or more directory viewers to open. (Close) precedes one or more directory viewers to close.

{VDU} precedes a series of VDU codes. These must be integers separated by commas and may not include semi-colon or 'l'.

(Module) precedes one or more modules to load.

{Application} precedes one or more application to load.

{Mode} precedes the desired screen mode number.

For {Open} and {Close}, full pathnames should be given.

To get an idea of how to use these, look at figure two, which shows how to set up a typical word processing environment. The VDU keyword is used to send a string of codes to prepare the printer.

If you double-click on Auto and don't hold down a key, the file Default is used. This special file can be used to set up a 'general' environment.

One subtle modification to Auto that Andrew suggests is to include a hard space (produced with ALT-SPACE) in the title, to give '! Auto'. Don't forget to check the sprite name though. If you keep the application in \$ with System this ensures the system directory is seen first and the path, System:, is ready for any application that requires system modules and such.

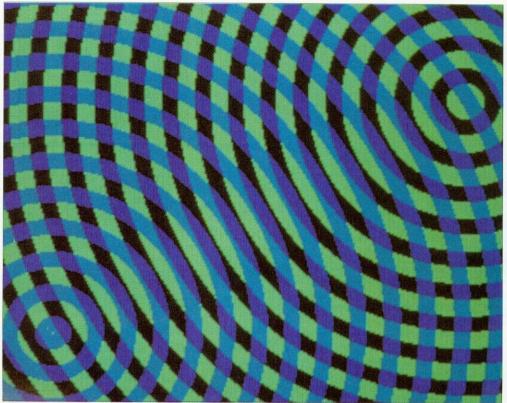
Andrew has kept Auto short and to the point and, as he says: 'the program is structured to allow for easy expansion'. As always, if you have any useful enhancements for Auto or any other *INFO listing we'd love to see them.

CIRCLES

Program: Circles Description: Graphic demo Author: Mark Hobson Machine: 32-bit Listing: 140 lines Basic

This graphical offering shows the 'fringing' effect produced when two sets of concentric rings overlap. Two lots of such rings are moved around on the screen to create the pattern.

Two sprites are created containing the ring patterns and these are then plotted in different positions (taken from a table). The colours are changed smoothly from frame to frame to enhance the overall effect.



Going around in circles can be entertaining

***UPDATE**

- Ron Wardeneir has spotted a problem with his UpTime application (*INFO, April 1992). Apparently the five-byte time was converted to a four-byte value relative to 1 January 1991. The maximum four-byte value &FFFFFFF corresponds to about 497 days, and hence the program goes wrong (and time 'wraps around') on 12 May 1992. Ron has supplied the corrections in the form of a command file, UpTime+. This should be entered using Edit or similar and used by typing *EXEC UpTime+. Note that it expects UpTime to be in \$. The file alters RunImage appropriately. Make a copy to be safe, or invest in the monthly disc which has on it the complete new version.
- Gordon Sinclair spotted an occasional problem with SprEd (BAU, January 1992). It seems sprites of certain sizes can cause problems because an attempt is made to call OS_Heap with a non-word size heap block. These lines of Runimage must be added or changed: 5135wordsize%=(size%+3) DIV 4 * 4

5140SYS "Wimp_SlotSize",appsizeout%+wordsize%,-1 5150SYS "OS_Heap",0,heapout%,,wordsize%

Note that the line numbers are different on the subscriber's disc - 5521, 5530 and 5540 to be precise. Apologies for the error and the discrepancy in line numbers.

• E J Preston of North Yorkshire put in a request to Questions and Answers for load and save routines for eight-bit WaterWorld (*INFO, July 1992). We are happy to oblige and the extra lines needed are given as Water+ on the yellow pages. Just change/add these lines to WaterEd. The complete revised listing is included on the monthly disc.

Because there isn't room on the screen for a 'file window' the loading and saving had to be kept quite simple. So, to save the current screen press S followed by a letter A to Z. This will save the screen as WetPicX where X is 'A' to 'Z'. The details of the valves are saved in a separate file called ValvesX. To reload a screen, press L and the screen letter. If the files can't be found, a beep will be sounded. Because L was used to draw lines in the original, SPACE has taken over this role to avoid a clash.

RASPBERRY RIPPLE

Program: Rippler Description: Graphic demo Authors: Richard Talbot-Watkins and Matthew Goldbolt Machine: Eight-bit Listing: 120 lines Basic/code

There's not much to say about this program - just run it! It will generate a simple demonstration screen, and then 'ripple' it in a similar way to

Stuart Cupit's Arc program in the March 90 Risc Revue. For each line of the picture, a value is looked up in a sine table and used as an offset to the vertical position of the line on the displayed picture. This is achieved with an 'unrolled' loop to copy screen lines around for maximum speed. It is much more effective with 'proper' screens - try a digitised picture if you have one.

FAST MATHS

Programs: Div10, Mod10 **Description:** Maths routines Author: A F Revsenbach Machine: 32-bit Listings: 20-30 lines Basic

couple of mathematical quickies that might help some of you Arm code programmers cut a corner or two. They are speedy routines to perform DIV 10 and MOD 10 that you can use



Stir up your screens with a ripple or two

in your own programs. All the instructions used are 'fast' ones (meaning there are no multiplies).

CIE

Program: CIE

Description: Graphic demo Author: David Walters Machine: 32-bit Listing: 60 lines Basic

If you enjoyed David's Gourraud listing in July's *INFO you will no doubt appreciate his latest offering. Here's what CIE is all about, in David's own words . . .

'Continuing my search through the fundamentals of computer graphics, I came aross something called the CIE

BEGINNERS' BIT

Procedures and functions are an invaluable part of Basic programming. Whenever a section of program needs to be used in more than one place it is usually best to put it in a procedure. This saves space and makes the program more readable. Also, procedures can be used to break programs up into well-defined sections, again aiding readability. And of course, the more readable a program is to you, the more likely it is to be understood by another programmer. So, if you are starting out in Basic programming, it is a good idea to get into the habit of using PROC and FN from the start.

The only difference between a procedure and a function is that the latter returns a value. This may be a string or number. PROCs don't return parameters (although Basic 5 does allow this - more next month!).

As an example, have a look at the two programs FXdemo1 and FXdemo2. They perform exactly the same task, but FXdemo1 is written without PROCs or FNs, whereas FXdemo2 uses them extensively. The most noticeable difference is that FXdemo2 is much easier to follow than FXdemo1. The procedure names give clues as to what each area of the program does. The long multi-statement lines of FXdemo1 are not present in FXdemo2. Nor are the GOTOs which are the hallmarks of bad programming technique and lead to so-called 'spaghetti' programming.

Strings of characters are read from DATA statements at the end. Embedded within these are control sequences to turn on and off italic and bold effects ('@I' and '@B' respectively). The effects are produced by reading a character's eight-byte definition (using Osword call 10) and then manipulating those eight bytes before displaying the modified character. It's a simple way of producing text effects and has been featured several times over the years in BAU.

In FXdemo2, global variables are set up in PROCinit and then PROCtext is called to display the text. Most programs can be divided neatly into two main parts like this. Sometimes a third section may be needed to 'tidy up' after a program has finished (switch the cursor back on, re-enable the ESCAPE key etc).

PROCtext reads lines of text until the terminator '*' is reached. Each is passed to PROCdisplay_line. This procedure takes a single parameter r\$, which is the string to be displayed. Note that r\$ in PROCdisplay_line is completely different to r\$ in PROCtext. All parameters declared in DEF PROC statements are 'local', so although r\$ in PROCdisplay_line is initially a copy of r\$ in PROCtext, it can be freely changed without affecting the r\$ in PROCtext at all. We could give it a different name to be clearer, but in long programs you cannot always remember all the names you've used. Local variables get around this problem, since you only have to worry about clashes of variable names within a particular procedure or function.

Variables can still be made local even if they are not included in the DEF PROC or DEF FN. This is done with LOCAL. For example, r\$ is

declared as local after DEF PROCtext and this ensures there is no clash with any other variable called r\$. Remember, as soon as the ENDPROC is encountered the local variables for that procedure or function are forgotten.

PROCdisplay line looks at the first character of r\$. If this is '@' it must be a control sequence, so FNeffect is called. Otherwise FNchar is called. FNeffect analyses the control sequence and sets the flags ital% or bold% accordingly. It then returns the string minus the control sequence so the remainder of the text can be processed.

FNchar displays the first character in the string and then returns the rest of the string for further processing. The character's definition is read with Osword, and then PROCmake_bold or PROCmake_italic (or both) are called to process the character before display. In fact, the Osword call returns the eight bytes defining the character in the block q%. These are altered if necessary, then user-definable character 224 is given the altered definition and displayed.

For eight-bit users, procedures are particularly useful for keeping programs structured and avoiding the dreaded GOTOs. With Basic 5 on 32-bit machines the IF . . . THEN statement can be split over many lines, but this isn't possible on eight-bit machines. So, if you want to include several statements after an IF you'll either end up with a very long line, or you will find yourself in need of a GOTO. It is much better to put all the statements into a procedure. Here is a typical IF . . . THEN sequence in Basic 5 which traps errors:

IF error% THEN VDU 7 PRINT"An error has occurred' *FX 15 PRINT"Press a key...' key=GET ENDIF

And here is how to do the same thing with procedures:

IF error% PROCerr

DEF PROCerr VDU 7 PRINT"An error has occurred" *FX 15 PRINT"Press a key..." key=GET

Next month, we'll continue our look at PROCs and FNs, including the special RETURN parameters in Basic 5 on 32-bit machines.

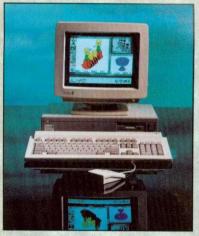
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diagram. But what was it, and how could I display it on the Archimedes?

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'Apparently the Commis-Internationale L'Eclairage (if you excuse my French) came up with this diagram in 1931 to standardise the way in which colours are specified in terms of red, green and blue. The original CIE diagram contained all the colours visible to the naked eye. Current computer monitors are incapable of displaying all these colours but an approximated part of the diagram can be generated without too much difficulty.

'My program displays this part of the CIE diagram in the form of a triangle (you will note my interest in this shape). The colour mapping to the Archimedes palette is performed by my RGB colour selector (more useful than I first thought, and it's faster than ColourTrans).

'On top of that, I have included a full RGB colour ETT (Error Transfer Technique) procedure (the one in Gourraud was only single colour). The difference that this makes can be clearly seen as the two diagrams are drawn side by side.

'Now this program runs somewhat slowly, so I've put in a size% of 300 to show you what it does. At the maximum sensible size of 640, the complete image will be displayed precisely one kettle boil and a cup of tea later . . .

CHATTERING AWAY

Program: Chat

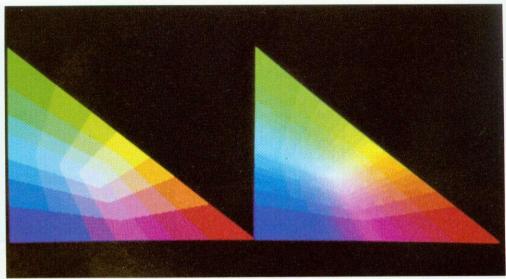
Description: Econet utility Authors: DA and DL

Machine: All

Requirements: Network Listing: 250 lines Basic

Chat is an Econet utility that allows two users to chat to each other via the network. The screen is divided into two 'windows'. Each user types into the top window and, as if by magic, the words appear in the bottom window of the other user's machine!

Since we started *INFO we've received a number of requests for Econet utility programs. The Chat program presented here is the development of an extremely ropey program that has been lurking



All the colours of the rainbow - almost - with the CIE standard

STATION TO STATION

The trickiest part of Chat is establishing the link in the first place, so we thought a description of how this works would be useful. If you read this with a copy of the listing to hand, you should be able to extract some useful procedures for use in your own programs.

FNwhoami uses an OSWORD call to directly access the fileserver to find out the user name of who is running the program. The user is then asked who they wish to chat to. Assume for the moment that they type in a name, for example, Donna. PROCchat is called to start the link up. The name is converted to uppercase and a checksum calculated for it (we'll see why in a bit). FNuser is called to return the names of users currently logged on. As with FNwhoami this communicates directly with the fileserver. When the required user is found, a message is sent to their machine ('Vikki wants a chat'). If that user wasn't found then an error is given.

Now, quickly jumping to the other machine, Donna has just received a message that Vikki wants a chat, so she types CHAIN "CHAT" and presses RETURN. At this stage, Donna herself knows who wanted to chat to her, but her machine doesn't - *NOTIFY only inserts the string into the keyboard buffer - it doesn't store it anywhere for us to read. The machine will also need to know Vikki's station and bridge number in order to send data to her. All Donna's machine does know is her (Donna's) user name. So, it calculates a checksum of it (using FNcrc) and broadcasts it across the whole network, effectively saying 'Donna's Here!'. (A checksum is used because broadcasts can only contain up to eight characters, but user names can be up to 10, so to avoid truncation and thereby possible confusion, a numeric value is calculated from the letters of the user name)

Meanwhile, back on Vikki's machine, it has just notified Donna's machine, so it waits for up to 20 seconds listening for any broadcasts on the network. FNwait_for waits for a given broadcast to be received for up to a given amount of time. Vikki's Chat therefore waits for Donna's checksum to be received. If it isn't received in the time an error is given (No reply). If it is, Vikki's machine will then know the station and bridge number of Donna's machine (because it will be contained in the broadcast it has just received).

All that remains is for Donna's machine to find out Vikki's station and bridge number. This is performed in a similar way although Donna's machine only waits for a couple of seconds to receive Vikki's broadcast.

Data can now be transferred as both machines know the station and bridge number of the other machine. The only slight complication comes in that it would be nice to display on each person's machine who they were chatting to and where they were. Vikki's machine knows she is chatting to Donna (because Vikki typed it in) and also knows where on the network Donna is, it also knows who 'it' is (from FNwhoami) but doesn't know where it is (in relation to Donna) - it is possible to read your own station number, but your bridge number will vary according to who you are chatting to. Donna's machine only knows who it is and the station and bridge number of Vikki's machine, it still doesn't know where it is or who it is chatting to. So this data is packaged up and sent to the other machine prefixed with a special character (254). Each machine can then print useful information about the users above each window.

After that little lot, the actual chatting is relatively simple. A repeat loop is entered that reads characters from the keyboard, displays them in the top window and adds them to a string called out\$. When this string gets longer than five characters or 1/3 second elapses it is sent to the other machine. Two special cases are detected, RETURN is translated to character 255 so it can be included within a string and ESCAPE sets the done flag to indicate that the user has finished. The repeat loop also monitors any reception from the other machine and displays any text received in the bottom window. The special characters 254 and 27 are dealt with in PROCgot_chars displaying the log-on and gone messages respectively. 255s are translated back to 13s by PROCinsert.

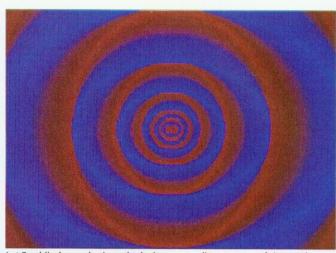
Note that is is quite possible to transmit control character across the net. Some of these may be useful (CTRL-G for a Bell, CTRL-K to scroll your window down, CTRL-L to clear your window) while others might well have disastrous effects (CTRL-V to change mode, for example) so watch out! Teletext control codes are also sendable and the default SHIFT-function keys generate coloured (and flashing) text codes. so you can easily add a little variety to your chats.

on the Redwood network for about five years. So we thought it was about time we dug it out, dusted the, er, dust, off it, threw it away and started again!

Once saved in your library, the program couldn't really be easier to use; say there were two users, Vikki and Donna and Vikki wanted to chat to Donna. She would type CHAIN "CHAT" and at the prompt 'Chat to whom?' would type DONNA. The program would look around to find where Donna was logged on and notify her that 'Vikki wants a chat'. This would appear on Donna's screen in exactly the same way that a *NOTIFY would. Assuming Donna also wanted to chat, she would type CHAIN "CHAT" and simply press RETURN when asked to whom she wished to chat. Their two screens would then be divided in half and each person could type in the top 'window' on their screen.

Chat program transmits the text to the other machine and would display it in the bottom window of the recipient's screen. When either user had had enough chatter, they would press ESCAPE, which would display 'Vikki has gone' on Donna's screen (or vice versa) and terminate the link. Donna would still be able to type away, but no transmission would take place. Pressing ESCAPE on her machine would return her to Basic.

If you'd like to know more about the inner life of Chat. see the box ('Station to station'). Chat will work on all machines, including 32-bit ones, by means of the BBCEconet module. This intercepts the various OSWORD and OSBYTE calls and translates them into the appropriate SWI calls to the real Econet module. Obviously this is not a particularly wonderful way of going about things, but it does mean that one program will work on all machines. We promise to cover Archimedes Econet handling in a future issue and hope to bring you a



Let Eye hijack your brain and take it away to distant zones of time and space

proper multi-tasking desktop version of Chat.

GOOD VIBES

Programs: Eye, Eggs Description: Graphic demos Author: Jan Vibe

Machine: 32-bit Listings: 70 and 40 lines Basic

Our *INFO column wouldn't be the same without the regu-

lar graphical offerings from Jan Vibe. This latest pair of programs both make inventive use of the Basic ELLIPSE command.

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Ple

Eye draws a tunnel-like pattern on the screen and then grabs it as a sprite. This is then continually scaled and plotted on the screen to give the effect of moving through the tunnel. Scaling takes quite some time on an Arm2 but if you have an Arm3 machine try reducing the value of delay% (to about five, for example).

Eggs needs no introduction other than to say it's rather strange but oddly pleasing! Run it and see. If you'd like to know more then refer to this month's Line-by-Line box which explains the listing in full.

***QUIT**

As always, it's programs and tips from readers like you that make *INFO the internationally renowned institution that it is. Listings, applications, hints, tips or even requests are most welcome. All items published earn for their creators a cash reward (and near limitless fame and respect from your fellow readers).

All but the shortest listings should be on disc together with a description. A stamped addressed envelope will ensure the return of your disc. If you are a young reader please let us know your age.

So send your software submissions to us at:

*INFO. BBC Acorn User, Redwood Publishing, 101 Bayham Street, London NW1 0AG.

LINE BY LINE

This month's line-by-line listing is a short graphical ditty from none other than our regular: Jan Vibe. The program is called Eggs, and before looking at it in detail here are a couple of pieces of background information that may help beginners follow the program:

ELLIPSE and ELLIPSE FILL are Basic 5 commands to allow you to display any elliptical shape on the screen. They take at least four and sometimes five parameters:

ELLIPSE [FILL] x,y,maj,min [,ang]

Here, x and y are just the screen co-ordinates of the centre of the ellipse. maj and min are the maximum and minimum radiuses. (If these are the same then you'll get a circle) Finally you can add an angle, by which your ellipse will be rotated. This must be in radians, so if you have an angle in degrees, d say, convert using RAD(d).

SYS "OS_Byte",112 and 113 select screen banks. Many ★INFO programs (particularly Jan Vibe's) make use of two screen banks for smooth animation. The first picture is displayed on bank 1 and the second drawn 'secretly' on bank 2. Then bank 2 is displayed and the next picture drawn on bank 1 which is now hidden from view. This process continues so the user only ever sees the finished pictures and not their preparation.

THE LISTING:

60,70 Select mode 9. Choosing mode 137 first ensures both screen banks are blanked.

80 Switch cursor off

90,100 Set screen bank variables. s1% is the bank being updated, s2% is the bank being displayed. 120 Set a% to 0. This is the angle by which the 'eggs' are rotated.

130-160 Loop to define colours. This useful loop sets colours 1-12 to a smooth progression.

170 Set colour 13 to white.

180 Set c% to 0. This is the colour counter used to change the colours of the eggs.

190 Set error handler. If an error (for example, Escape) occurs, control passes to line 370 where it will be dealt

200 The main loop begins.

210 WAIT for VSync. You should always wait for the start of a frame before swapping screen banks to avoid flicker.

220-230 Select screen banks for update and display. 240 Swap bank numbers.

250 Clear bank to be updated.

260 Update c%. This variable cycles from 1 to 12, moving on by one colour each frame. It is used to change the colour of the eggs smoothly.

270 Loop to plot the small eggs.

280 Set t to the angle of an individual egg in radians. 290 Move colour on so small eggs are 'staggered' in colour.

300 Select colour.

310 Plot small egg. SIN and COS are used to calculate the eggs position, and the egg is rotated by 10*t as well.

320 Do next egg.

330 Select white.

340 Plot big egg

350 Add 1 to a% so all eggs are rotated by 1 degree next frame.

360 Repeat forever.

370+ The error handler. Select screen bank s1% and report error. This ensures error message isn't shown on the 'hidden' bank.

ARCterm 7 1.40

Our popular comms package now supports Minitel emulation and includes an Econet modem server. Recommended by Hampshire LEA. Existing users return both disks and SAE for upgrade.

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Fujitsu 520Mb (5vr gtee) + Morley SCSI	£1199

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IBM Keyboard/Mouse Interface

This plugs into the keyboard socket and allows connection of a PC keyboard, serial/bus/Archimedes mouse and 4 joysticks. Imminent, call for information! £89

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- 8-port serial card for RISC OS/RISCiX use.
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o doubt you've all been avidly following Dave Radford's recent series on sound and, if you are a subscriber and have last month's disc, you've no doubt experimented with his excellent harmonic synthesis program. By now, you must have loads of wicked beeps and whooshes and whistles but, let's face it, there's an awful lot of parameters to be considered in setting up a sound and, if you'xve been working by trial and error, you may be at a loss to explain exactly how you arrived at the results you got.

Here is a systematic way you can build tones to imitate real musical instruments, using three sound elements called timbre, dynamics and expression. The aim is not to make your Arc sound like Yehudi Menuhin, Miles Davis or Eddie Van Halen, but to use familiar sounds as a starting point when producing your own tones and sound effects.

TIMBRE

Timbre is a word used in music and acoustics to refer to the tone, or harmonic content, of a particular sound, for example, a 'reedy' clarinet or a 'silvery' fiddle. Musicians, being intuitive beings, tend to make do with adjectives like 'reedy' or 'silvery' when describing this quality, but acousticians prefer to break it down into 'spectra' using a mathematical technique known as Fourier analysis.

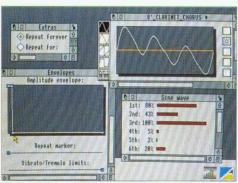
From the point of view of Fourier analysis, any complex wave is simply the sum of many sine waves, which differ in their frequency and amplitude. Modern hardware and software

DETAILED HARMONICS FOR VIOLIN NOTE A (440Hz)

1:100 2:45 3:21 4:25 5:48 6:53 7:53 8:63 9:52 10:27 11:24 12:15 13:15 14:33 15:11 16:33 17:23 18:11

'spectrum analysers' take electronic signals and produce histograms showing the frequency and amplitude of these Fourier components.

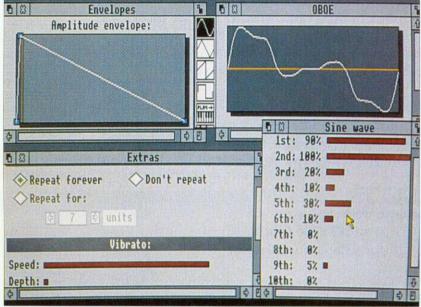
If you don't happen to have a spectrum analyser, don't despair. Any moderately sized public library should have a selection of books on music and acoustics with many illustrations



CHURCH ORGAN: When you press a key, the valve opens instantaneously and the pipe sounds at its maximum volume for as long as you hold it down. When you take your finger off the key, the valve shuts and the note stops dead. The sound has no vibrato or tremolo. In this example, the amplitude envelope starts at maximum and drops away to zero as soon as the key is released. The Repeat option is set to infinity at the maximum amplitude.

RIVION

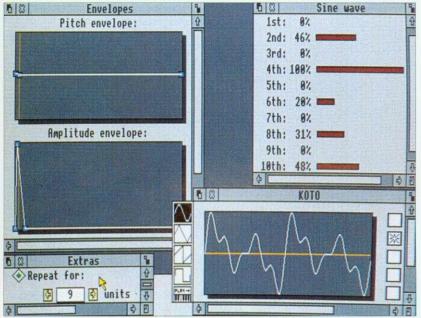
Richard Garrett provides some words of wisdom for users of BAU's HarmSynth synthesizer



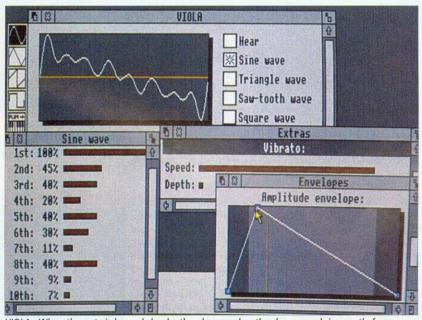
OBOE: A similar note to the viola but with a different attack and vibrato to the note

FOU	RIER	COI	MPO	NEN	TS F	OR I	NST	RUN	IENT	S	
Instrument	1	2	3	4	5	6	7	8	9	10	
VIOLIN	100	45	21	25	48	53	53	63	52	27	
VIOLA	100	45	40	20	40	30	10	14	8	8	12.00
VIOLINCELLO	100	75	100	34	15	26	30	14	40	10	
DOUBLE BASS	60	40	100	42	9	44	2	7	5	0	
GRAND PIANO	100	41	95	43	17	0	6	-	_	_	فاللبيس
HARP	100	58	80	13	12	10	-	-	=	-	
ORGAN clarinet 8'	79	43	100	4	2	0	11	-	-	_	
ORG gt. diapason 8'	100	81	11	4	3	5	-	-	-	-	
FLUTE	100	100	10	20	25	3	2	2	-	_	
CLARINET	100	0	50	10	60	30	50	30	10	2	15 1
SAXOPHONE	100	70	13	50	8	1	0	2	5	0	
OBOE	90	100	20	10	30	10	0	0	5	-	e veille
FRENCH HORN	30	100	60	14	-	-	-	-	-	-	297
TRUMPET	100	100	80	75	40	30	10	10	5	5	THE PROPERTY.
TUBA	100	70	8	3	2		+		+	-	
VOICE soprano	100	90	95	10	7	0	0	1	3	-	

of standard sound spectra. When dealing with tuned instruments, sound spectrum data is sually shown as a series of intensities for each integral harmonic (see our first diagram). This is very convenient, as we can read the first ten values straight off the graph and into the sine-wave table in HarmSynth. Have a go, and see what it sounds like. As synthesized violins go, these



KOTO: This sound imitates a Japanese zither. When the string is plucked, the sound rises in volume very quickly and drops away to almost nothing almost as fast. Although the player can control volume, there is no way to sustain the note beyond its natural (short) duration, so the repeat is turned off. Although koto players don't use vibrato, they do sometimes bend the note upwards by pressing down on a string, and you could imitate this with a very slight positive pitch envelope at the start of the note.



VIOLA: When the note is bowed slowly, the player makes the clean sound rise gently from nothing, fall away a little, commencing a rich vibrato which she sustains indefinitely and then allows to die, as slowly as it arose. Repeat is set to infinity

values sound OK, but the final sound seems to lack 'top end'. This is where the addition of other waveforms comes in handy. Triangle, sawtooth and square waves can also each be broken down into series of sine waves and, therefore, are good sources of extra harmonics. Square waves, for example, are said to contain all the odd-numbered harmonics and can add a 'raspy' quality to a sound. In the case of our fiddle, we added a little high-frequency triangle wave (7 percent at the eighth harmonic) to give a bit more 'jingle' above the range of the sine

As a general guide to sounds: the first few harmonics sound mellow or 'rounded'; five to eight, often called 'bell tones', give more 'ding' to the sound; and higher values ('tines') make it more 'shiny' or 'jingly'. Have a look at the table on the facing page - it contains extensive data for a good range of other timbres.

DYNAMIC EXPRESSION

Much of the information we use to identify a sound as that of a particular instrument, derives, not from its timbre, but from the way in which the volume rises and falls at the beginning and end of the note, known as 'dynamics', and the way in which different slurs and vibrato sounds are added to different parts of the note, known as 'expression'. To see how this process works, take a look at the comments I have added to the pictures in this article.

Of course, there are numerous techniques for playing most instruments and, when designing a sound you should think about the particular effect you want. Imagine the sound in your head and then use the amplitude envelope to draw the way it swells, sustains and dies.

Some instruments produce small changes in pitch when you play them, for example a strong plectrum guitar note goes 'sharp' when first struck because the string is stretched slightly causing a rise in pitch which settles as the note sustains.

When using vibrato, watch the way people play and think about what they're doing. It's easy with string players - you can see them wiggling their fingers around on the fretboard in varying intensity from the gentle modulation of classical cello players, through Hendrixian twonote bends on electric guitar, to the muscular half-octave techniques used in sitar playing. Tremolo is less used in music and harder to apply but it could be dead good for digeridu impersonations.

GETTING ADVANCED

Real musical sounds are incredibly complex, so there is no way that you're going to produce a sound using a simple synthesizer that would fool an experienced instrumental player. If you want to produce sounds that will get anywhere close to the quality of real instruments, you will need to digitise their sounds by using a sampling package of some sort.

I've steered away from untuned instruments like drums, cymbals and other percussion, because these don't have purely harmonic (meaning whole number) spectra, but do have a go at them. A good tip when emulating these is to throw in a lot of seventh harmonics, which have a nice dissonant quality. Once you've used this technique, you're ready for the next step. Add lots more waves, pitch envelopes and so on, and see just how weird things can get.

FURTHER READING

- The Acoustical Foundations of Music by John Backus, published by McGraw Hill
- Musical Acoustics by Charles A Culver
- The Technique of the Sound Studio by Alec Murray Nisbett, published by Focal Press

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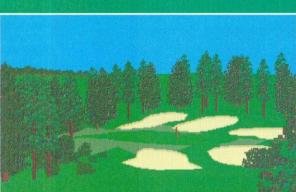
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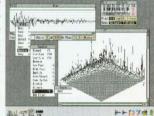


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ith your new found knowledge of the two Arm instructions LD and ST we can now take a look at how you would deal with simple arrays in Arm machine code. You should remember from last month that all memory accesses are indirect, meaning they need a register to hold the address you are referring to.

You should also remember that it was possible to add a constant to this register to allow program counter-relative data access. If you were very observant you might have spotted that I mentioned that this offset could either be a fixed constant or a register and a shift - I did keep that bit rather quiet.

As you can probably imagine, having a variable offset opens up hundreds of (well, maybe a dozen or so) programming possibilities to the discerning coder. To see the principle behind this, try typing in and running Arm1 from the yellow pages.

Any guesses as to what the ADR on line 130 does? Well, to tell you the truth, it isn't really an Arm instruction at all. What it does is point the register (in this case R1) to the address given (in this case table). As with the LDR instruction we met last month, we are making use of the program counter to make the code positionindependent.

As our little program here could theoretically be assembled anywhere in memory, we obviously won't know what the actual address of the table will be, so we can't (and, indeed, wouldn't really want to) 'fix' the value of R1 to one given address.

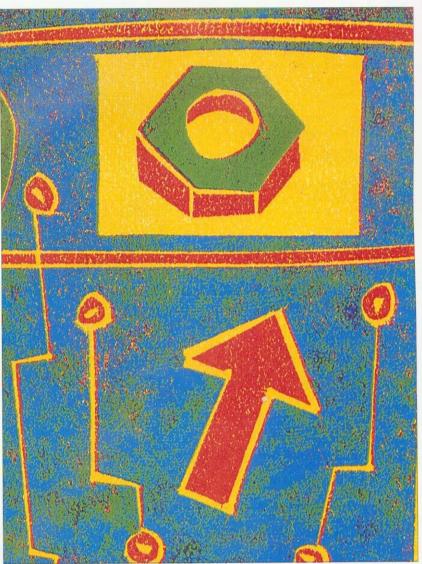
TABLE MATTERS

What we do know is that the table is a fixed distance away from the ADR instruction. Since the program counter keeps track of where in the program we are, we could use an ADD (or a SUB if the table was 'below' the ADR in memory) with an appropriate constant value to make R1 point to the table.

Unfortunately, the PC is a little tricky to make use of sometimes (you'll see why eventually) and, of course, we may add in some more code after the ADR, which would upset the constant we have just calculated and cause all sorts of problems! This is where ADR comes in - it's a form of shorthand to the assembler and it means: 'Assemble a suitable ADD or SUB which will point my register to this address.'

Let's get back to the Arm1 program. Having set R1 to point to the table of values, we then load R0 with the contents of R1 + R0. MOV pc,link will return us to Basic with the loaded value passed back via USR. The small Basic loop at the end of the program simply calls the piece of code with A% (meaning R0) set to 0, 4, 8 and so on. These are the offsets from table for the eight, 32-bit, constants stored with the EQUD instructions.

One interesting point worth mentioning here, that you yourself may have noticed, is that constant offsets can be between -4095 and +4095, and not -4096, which is what you would expect if the number was stored in twos' complement format. This is because the constant is actually stored as a 12-bit number with one sign bit. This does, of course, mean that you can have



ASSEMBLY

Dave Lawrence explains more about Arm programming

+0 and -0, but it also means that register offsets can be either positive or negative. This enables you to have instructions such as:

LDR R0,[R1,-R3]

Which, fairly obviously, will load R0 from the appropriate address.

We can make use of one further feature of LD and ST to tidy this program up a little. As mentioned above, the register offset can be a given a shift value. This can consist of any of the standard shift types (ASL, LSR, RRX, and so on) and a numeric only (sorry, you can't supply a fourth register!) value between 0 and 32. You can therefore have instructions such as:

LDR R0,[R1,R2,ASL #2]

This effectively multiplies R2 by four, adds it to R1, loads the word at that address and stores it in R0. In other words, it loads R0 with 'word number' R2 from a table stored at R1. If you change line 140 to:

LDR R0,[R1,R0,ASL #2]

and delete line 280, you should get the same result as before but using a shifted load!

ARRAYS

A useful example will follow in a minute, but just for the moment assume you have an set of data and you want to find the sum of all the elements. In Basic, you might write something like this:

total=0 FOR i=1 TO num total += a(i)NEXT i PRINT total

In Arm code, you would probably end up with something like Arm2. Here, you supply the start address of the block of data in R0 (A%) and the number of elements in R1 (B%). Printing USR(sum) adds up the numbers in the block and displays the sum. The Basic at the end of Arm2 makes use of this, filling an 'array' in memory with 10 random numbers (adding them up as it goes to confirm the result).

If you look at the actual code, R2 keeps track of which number we are on (starting with 0), R3 holds the running total, R4 is used as a temporary register to hold each number as they are loaded from memory. R2 is incremented and control loops back until it reaches the value of R1 (the number of numbers). Finally, R3 is copied into R0 so that the sum can be returned to Basic via USR.

REGISTER ALIASING

Now we are moving on to quite 'complex' (meaning, useful) examples, you may be finding it a little hard to follow through the listings. In the program segment above, I used variables called total, i, num and a(), so as to make (I hope) their functions self-evident.

Moving over to the Arm2 listing, I've lumbered you with a stack of confusing register numbers, and since I'm meant to be removing the mysteries of Arm code, this probably only makes matters worse . . .

Well, I promise that from now on, examples will be a cinch to follow because I will be making use of something called 'register aliasing'.



Don't panic, as this is dead easy to use, and, in fact, every example we have explained to date has aliased some of the registers.

After the DIM in each example have come the two statements link=14 and pc=15. These merely set up two variables with the values 14 and 15. We can then write MOV pc,link and understand very quickly what was meant. (We could have used MOV R15,R14 - but which of the two instructions do you prefer?)

One feature of the Basic assembler is very useful, which is that a register number will be recognised either as R4, r4 or merely the single digit 4. As it is not prefixed by a #, it cannot be a constant, so it is taken as a register number. MOV pc,link therefore literally means MOV 15,14, but the assembler works out what you really mean by the instruction!

Obviously this could be taken further and names given to any or all of the registers. In the listing Arm3, nothing has changed functionally since Arm2, but I think you'll agree that it is a trifle easier to follow.

SORT OF AN EXAMPLE

To finish off this month, Arm4 brings together a lot of useful features into one program. It is an implementation of a simple shell sort. As before A% points to a block of data and B% contains the number of data elements. CALLing sort sorts the data into ascending order.

A shell sort is very easy to program; for each element in the array scan through the rest of the array to see if there is a 'smaller' element. If there is swap the two. What could be easier! In the Arm version, i is used to step through the array (initialised at line 200, incremented and checked at line 400). At the start of each loop, minval is loaded with the value of the ith element, and min is set to i. j is also set to i to scan through the rest of the array.

The second loop, loop2 starts with a comparison. value is loaded with the jth element and compared to minval - the current lowest value. If it is lower, minval is set to this value and min is set to j to remember where it was. Note the use of MOVLT - a conditional statement. Lines 310-330 increment and check j. When j reaches the value of number, the rest of the array has been scanned. After this, a check is made to see if the first element of the array does, in fact, already contain the lowest value.

If it doesn't, value is loaded from the first element and stored in the minth element (this is just to get it out of the way) and most importantly, minval (the lowest value found in the rest of the array) is stored as the new ith element. These instructions are what physically move the numbers in memory, thus sorting the data. (A quick aside; what would you have to change in the program to make it sort the numbers into descending order?)

In this example, using small numbers, the comparison to see if a swap is needed is not strictly necessary, but if you were handling textual words or very large numbers it might save quite a bit of time if the elements don't need to swapped.

We're staying with arrays next month, but moving on with a couple of extra twists that can be added to LDs and STs.

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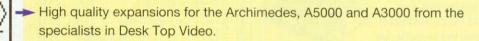






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ABSOLUTE BEGINNER



ABSOLUTE BEGINNERS: The page that aims to help those without a clue. If you do not have

much technical knowledge, BAU can be difficult to read in places, so here is an A-Z that will help you to get more



from the magazine.

BOOT: Nothing to do with giving the machine a kick to get it started. That doesn't work. Boot is an abbreviation of 'bootstrap', which, in turn, is American for

shoelace, as in the phrase: 'He lifted himself up by his bootstraps'. This improbable feat is what computers routinely achieve, usually by dint of activating a tiny program in Rom (q.v.) which loads a slightly bigger program - and so on . . .



CRASH: Any computer user's nightmare. You spend hours typing away when the computer kindly informs you that it has suffered a fatal error. Fantastic. It

can crash due to a machine fault, bad software or even human error. Often it is an unpredictable fatal machine-fault-type abnormal internal error. Always save your work regularly and keep a back up disc of everything you do.



DESKTOP: The first thing you see when you boot up the Arc. As easy to use as, um, the top of a desk - it ends up covered with half-eaten doughnuts, papers

with coffee rings on them and piles of rubbish.



EMULATOR: To put it bluntly, an emulator is a piece of software that turns your technically excellent Arc into an apparent clone of another machine that is often

slower and has a naff user interface. So why do it? Well, you may probably want to run all your old BBC B software, so the Arc's Model B emulator is immensely useful.

Also, it must be said that some other, and inferior, computers have succeeded in gaining a grip on the software market merely by dint of their unsporting cheapness so, if you need to run their easily available and often inexpensive software, you need to 'emulate' them. Among the emulators available on the Arc are the PC emulator (most PCs are inferior to 32-bit Acorn machines) and the public domain Sinclair Spectrum emulator (emulators are often slower than the original machine, but in this case, as you can imagine, there's no problem).



FONT: A full collection of letters, grammatical markings, numbers and special characters written in a distinctive typeface,

thickness and size. Every application has a selection of fonts. Most include italic and bold options. If you have Impression, try Selwyn's excellent shapes and scribbles.



GRAPHICS: Some of the Arc's best features - it has 256 colours and is a very high-resolution machine. Used with software such as Revelation 2, Render

Bender or ArcCol, the Arc enables you to do amazing things in this area. Take a look at the *INFO pages for hints on programming and to see how other readers use the Arc to its full capability. The graphics page will keep you updated on new applications and software.



HYPERTEXT: A much-misrepresented concept. Hypertext in its most definitive form, as laid out by the Massachussetts Institute of heuristic. me Technology's Media Lab

(Penguin's The Media Lab is much recommended if you wish to understand the future of computing) is an entirely new approach to knowledge. The user, instead of being trapped in the one-way flow of a piece of text can drop out at any time, whether by simply asking for a definition of a word, or by calling up a supporting visuals, text or sound. They can either follow their thoughts in that direction or return to the original text. Data democracy in action.



ICON: An on-screen symbol that represents a file or function. On the desktop, Icons are the pictures that you click on - Impression is represented by a quill. To

activate the file or function you simply doubleclick on the icon. Icons can represent simple functions, files, or directories of files.



JARGON: Totally infuriating if you don't understand what any of it means. Much computer jargon is made up of acronyms - words formed using the initial letters of

other words - MS-Dos, for example, is short for Microsoft Disc Operating System and Risc stands for Reduced Instruction Set Computer. If you have difficulty with many aspects of computer terminology, we recommend that you buy the Penguin Dictionary Of Computing, £6.99 from all good bookshops.

Confused by BAU? Now, it's as easy as ABC with Sarah Burns' A to Z of jargon



KILOBYTE: A basic unit of measurement for computer memory. A kilobyte (K) is often thought to be 1,000 bytes (one byte is equivalent to one charac-

ter), but in actual fact it is 1,024, because this is two to the power of 10 - OK?



LOW-RESOLUTION: Output devices, such as printers or monitors, often do not produce enough dots per inch to form a perfect image. Images printed

from a low-resolution printer will be grainy, and graphics are likely to have jagged edges. Highresolution devices produce brilliantly clear and precise images.



MODEM: This machine will convert bytes from your computer into acoustic telephone signals and/or translate any signals you receive from the

outside world back into data. The unit is attached to a telephone and it allows computer users to communicate with each other. With a modem you can access bulletin boards or swap programs with other users.



NETWORK: A way to get computers talking to each other. A number of computers can be connected to a central file server which stores information access-

able to everyone. At BAU we use an Econet network, so we can produce the magazine without the fuss of swapping discs or generating lots of paper. Most computer networks, fortunately, run more efficiently than the British Rail one.



OPERATING SYSTEM: A master progam that controls the computer's internal workings. An operating system is often specific to a particular machine.

The Arc has Risc OS, most PCs have MS-Dos.



PODULE: A board full of electronics that fits into one of the slots inside your Arc. Podules are able to perform many functions - for example, video

digitising or a sound sampling.



QUESTIONS: . . . and Answers. This regular BAU feature is better than any Dear Deirdre column, and it's the ultimate problem solver. If you're stuck

with a piece of hardware or software - however simple the problem, write to Q&A and we will sort it out. (Erm, no personal problems, thanks!)



ROM AND RAM: The computer's working memory. Rom stands for read-only memory. It stores essential software (like the boot) which you don't want to

lose when the computer is switched off. The Ram, for random access memory, doesn't retain information when the computer is switched off.



SPRITE: Not just a fizzy drink! It is a file that holds all colours and bits of a picture, just like a mosaic. Put the sprite into the correct application, like Paint or

Revelation and you will be able to play around with the picture to your heart's content.



TOOLBOX: This can be found at the side of some windows. It provides menu option in graphical form. For applications such as Draw the toolbox makes life a

lot simpler as there is no need to keep clicking on the menu button, and choosing from menus.



USER-FRIENDLY: If you can say this about something, it is well suited for those with little technical knowledge or computer training. Arc Menus, windows

and the toolbox are all user-friendly. With these you do not need to memorise buttons and key Warnings sometimes don't look friendly, but then they often pop up when you're about to do something utterly half-witted like erase four weeks work.



VERIFY: The action you must take to ensure that discs are not damaged, as sometimes they are corrupt. The computer will automatically verify a disc after

formatting. If a disc continually refuses to verify, there is no hope and the magnetic data is probably destroyed so throw it away. Now!



WINDOW: Something you will encounter with most applications. The way you see a document or any other file is through a rectangular window rather than on

the plain screen. Windows are user-friendly and help you to keep your work organised. Often you can have a number of windows on the screen at once which means you can view many documents or use more than one application.



X-AXIS: One of the few 'x' computing words. As all maths boffins will know, this is the horizontal axis of a graph. The X and Y axes are used in program-

ming to tell the computer where on the screen you want to place a character.



YOU may be an expert and find this A-Z very simplistic. If so, you may know of an absolute beginner, so pass this little lexicon on to the m - they might find

it useful. Did you honestly think we'd be desperate enough to use Y-axis?



ZERO: It may seem like nothing to you but it is a very important number for the computer. The computer starts counting from zero, not one like us. It is impor-

tant when typing programs not to muddle zero (0) and capital O.

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un for single players or groups and the assessment system monitors the progress of between 1 and 64 hildren with no input from parent or teacher needed. Watch them, join in the fun or leave them and eturn later to check their progress. You're in control!

SUBJECT	Carnival	Cover Up	Big Bang	Grab [t!	Silicon	Cheers
Addition	2a.1	4a.4	3a.3	4a.6	1000	2b.1
Subtraction		3a.4	2a.2	4a.5	2b.2	
Multiplication	4a.2	3b.1	5a.3	3b.2	7b.3	4a.14
Division	30.2	4a.10	5a.4	7a.2	4d.4	
Fractions		6a.4		1000	5b.1	8b.2
Decimals	6a.5		6a.9		100	
Percents	5b.2	6a.10	6a.8			.0
Estimation	8c.1		1431257	6b.1		3d.2
Units		ales i		3e.1	3e.3	5d.1
Powers			100000	445	8a.1	5d.4

AT2 Level 4a.2 (i) Multiplication facts up to 10 x 10

The achievement record shows the subjects covered together with the child's progress: Red: Help needed, Yellow: Practice needed, Green: 10 out of 10!

10 out of 10

MATHS (Number)

The Mathematics National Curriculum is split into five Attainment Targets. The Maths (Number) 10 out of 10 suite of programs is aimed to cover some essential parts of the Levels set out in Attainment Target 2. The package covers many topics from all Key Stages but the ten specific areas built into the design are listed below:

- / Addition
- / Subtraction
- ✓ Multiplication / Division
- / Fractions



- / Decimals ✓ Percentages
- ✓ Estimation

Carnival

Here's a great shoot-'em-up that checks number skills along with fire power. The speed of the numbers can be increased to challenge even arcade experts.



The Big Bang

Keep cool and answer quick is

the aim of this game. Ouick

scores - an exercise in scale

reading as well as arithmetic.

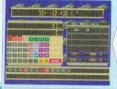
responses are needed for high

Cover Up

thinking. It's a real game of strategy - especially in the multi-player modes.



This challenging game of matching really gets children



(4)(4)(4)(4)

Silicon Brain This game makes calculator practice compelling fun. Key presses are displayed onscreen to let you look back when answers are incorrect.

Cheers

Grab It

Find and grab answers quickly

as they jump around the screen

in this fast-action game. It's a

great way to practice number

skills from tables to estimation.

Strategy is needed in this unique quiz game. It will keep everyone on their toes. Use any of the six graded sets of questions or compile your own.



FULL MARKS FOR TOP OF THE CLASS SOFTWARE

Extensive in-game Options

Not only can the educational level of the games be chosen, speed of play, game length and many other options can be set to tailor the programs to your child's skill level at the game. This means the games can be set to suit anyone from novice to arcade expert - it keeps interest longer and increases personal challenge.



Dual Scoring System

High percentages change the colours of the achievement chart while good gameplay combined with high marks - give scores which are recorded on the high score tables. Both are automatically saved on disc so that children can keep returning to the package to improve on previous results.

Certificate Printing Children with high marks can print a certificate of achievement. Text or graphic options are given to suit any

Ideal for ALL Ages:

Junior to GCSE

The fully flexible games cater for



simple addition,

subtraction and

printer and Triple Education will print you a special one charge

Three Sets of Graphics

the games have three sets of paphics to appeal to any age. These are nomatically selected depending on made - a parent/teacher override is rovided so that you can select the tures most suited to your child.







SIX Top Games

he games are designed with education of paramount importance but the fun and challenge elements ensure that children will want to ive for better results each time.



101

designers, game designers, teachers, parents and children. Two Guides

The player guide lets learning start quickly while the parent/teacher guide gives more details - including how to player on interpret the Attainment Target numbers.

Parent/Teacher Flexibility

Many of the automatic features of 10 out of 10 can be customised by parents or teachers – including sound off/
on, the starting grade and the
graphics to be used. A Reveal option lets you see the educational objective of the game being played at a glance. There's even an optional code system to prevent children altering stored information

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While ensuring that items like tables are well covered the package deals with many important subjects in the order recommended in the National Curriculum.

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tables at easier levels but develop to more advanced topics. Adults will find the higher levels a

MOMENTS

Mathew Tizard demonstrates the power and elegance of natural selection, with the help of his amazing 32-bit and eight-bit simulated spiders' webs

ature is a repository of good ideas that has been raided over the ages by engineers, chemists, and specialists from all disciplines. So why not programmers? With Web, a program to breed the ultimate arachnid, I have used the computer to simulate some of the principles of evolution.

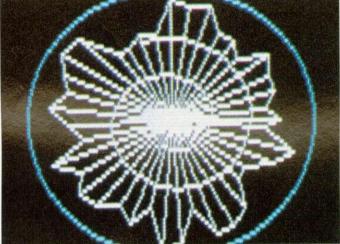
Living things look the way they are because they are alive. We are exactly as we are because otherwise we would be dead. If we were made differently, we would perish through being some other

animal's dinner, freezing to death in winter, or a due to a whole host of other things which might very easily kill us.

We don't actually drop dead every cold January because we have evolved into warmblooded hairy creatures who are tough enough to take it. And here is the important point: not dying means that lifeforms get to live longer, which increases the possibility of them reproducing themselves. An animal or plant becomes adapted to its role in the environment and flourishes when it stays in its optimum surroundings.

In our case, almost everything about us has at some point in the past given our species some advantage over other less fortunate creatures, and allowed us rather than them to proliferate.

Occasionally though, heredity has an off day, or the



Eight-bit users can get into evolution, too

HOW TO USE WEB

The four programs are very easy to use. The artificial selection programs, Weba8 and Weba32, are more or less self-explanatory: Initially the genes are completely scrambled, and you are consequently presented with a menagerie of nine different starting webs. The webs are drawn, with the 'parent web' in the middle (the one whose genes have been copied, slightly mutated, into the next generation). You then use the mouse to select which one of the mutated varieties you wish to breed from and click on it. In the eight-bit version, Weba8, you simply press the number corresponding to your choice. If none of the mutations seems beneficial, there is the option to reselect the parent for another brood. Your selection then moves to the centre of the screen, and the process begins all over again. Of course you have the option to breed for spikiness or smallness, just as you do for roundness and regularity.

The natural selection programs, Webn8 and Webn32, require no intervention from the user at all. Webs are drawn in the same way as before, then tested for their abilities to catch 'fly' pixels. They are then given a score which is displayed on each web so you can see how they measure up to each other. The webs are sometimes surprisingly better (or worse) than you think. The computer's choice (the highest scorer) is then moved to the centre as before. There are no differences between 32-bit and eight-bit versions, except that, obviously, I can't go moving chunks of the screen around in Basic 2! To obtain the best results from this program, although it is entertaining to watch, you should leave it breeding for a few hours and then see what it has produced.

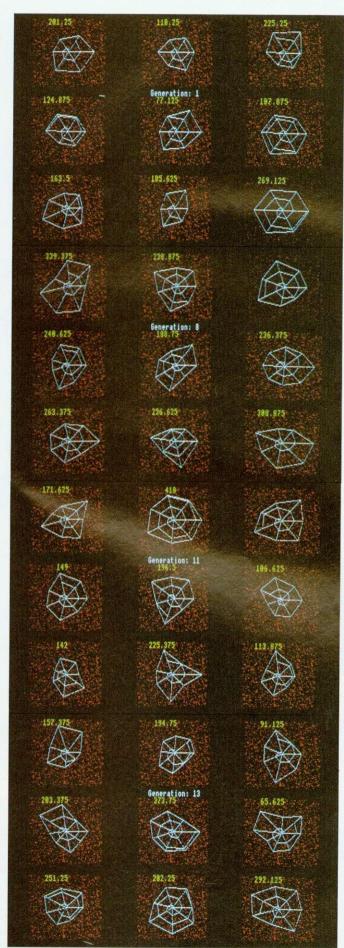
genetic information becomes just slightly garbled when it's passed on. This is known as mutation, and leads to a finished creature which is different in some way from how it is 'supposed to be'.

Most mutations are disfiguring or crippling, but a few may actually lead to an improvement in how well adapted the creature is to its surroundings. This will in turn give the creature a greater chance to reproduce before dying, and soon the species will consist almost entirely of those individuals that possess the improvement, and it will trundle happily on until its external surroundings alter (which could be due to climate, predation, disease or whatever)

Evolution doesn't there; the process of improvement by accumulating many chance mutations has been happening continuously since the first self-replicating slimeball crawled out of the primeval soup. We owe that slimeball everything.

To illustrate these processes on a computer, first of all it helps if you find something that will look good on screen. I decided to use a spider's web as the subject. Although it is not an organism itself, the systematic way in which it is constructed, and the fact that the better the web is, the more likely it is for the spider who built it to survive, make it an ideal choice.

I then had to design in 'genes' that influence the



Top to bottom: Four stages in the evolution of the perfect spider

web's appearance and function. Time-lapse film studies have shown that the spider spins its web by first constructing a series of radial spokes from a hub at the centre, and then winding a spiral from the hub outwards, to produce the familiar 'dartboard' structure.

THE PROGRAM

I ended up with a computer spider that does exactly this, but in different ways, depending on its computer 'genes'. There are six of these genes grouped in pairs, and the pairs have the following functions: the first influences the way the spokes are spaced radially, the second influences how the radial shape emerges, the third gene determines how tight the internal spiral is, and the full quota of six is made up by including three gene pairs, each of which represents the upper and lower limits in variation for the regular genevariables.

These genes are also the values which mutate at each generation, although the process of mutation has been vastly exaggerated: Instead of having a lifespan of 70 years and a low tendency to mutate, as we do, the webs have a life expectancy of only a few seconds, and they change at a much higher rate.

The natural selection program works by applying two tests to each web: An array of 'flies', shown by dots on the screen, is flung at each one and a measure of how many the web catches is registered. Set against this positive score is the total length of silk the spider uses in the web's construction. Most spiders only ever spin a handful of webs in their lifetime, so silk is a real factor - the need to manufacture silk will affect the spider's nutritional requirements, which in turn, of course, depend on how good its web is at catching flies.

These two things are then combined in the calculation of a score for each individual, and the winner gets to breed the next generation of spiders.

Computer webs converge towards the shape that we know real spiders' webs to be, because a circle is a very efficient shape: it has the maximum enclosed area for the smallest circumference, and therefore hits a happy medium between the opposing selection pressures of how good it is at catching flies (a function of its area), and how wasteful it has been in achieving that standard (a function of its circumference).

The circle (or infinite-sided polygon) has no 'wasted' areas where the spiral can't reach, and so it usually emerges as the best strategy.

If you leave it for a while, the program invariably produces a structure which is more or less circular, has regularly spaced spokes, and a combination of the spokes and the spiral which ensure an dense and efficient sticky mesh. The selection pressures of economy and hunger for flies represent the environment to which the spider's web must adapt itself.

The delicate tension between opposing selection pressures is the driving force of evolution. Using only accumulated chance, and the dumb forces of physics as tools, it teases strange and often beautiful structures out of the raw stuff of nature. If you are interested in pursuing the ideas behind this program, I recommend that you read The Blind Watchmaker and The Selfish Gene, both written by Richard Dawkins and published by Penguin Books.

IN EDUCATION

The elegance of the processes of evolution deserves to be more widely celebrated, which is why I wanted to bring this intriguing topic to a wider audience.

The suite of programs here was not written with an eye to being used a teaching aid, but they do illustrate some of the real-life processes required for some levels of the National Curriculum.

This article will have some relevance to those studying heredity and genetics from National Curriculum levels 4 to 9 (mostly at level 9).

For teachers, simulations of this sort can be used as a starting point for a classroom discussion or as a demonstration of the power of evolution. They can certainly make a particular topic come alive.

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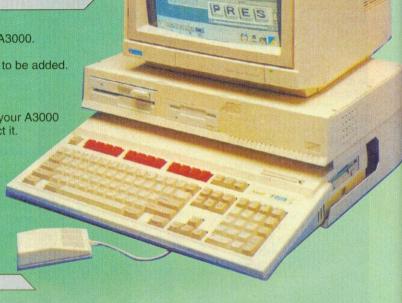
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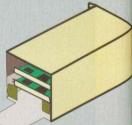
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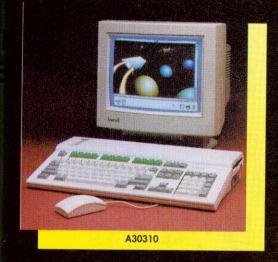


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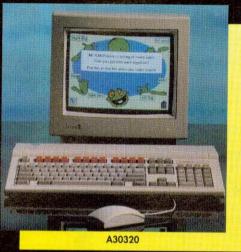
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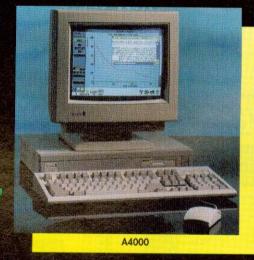
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*INFO				-								
Info 1 - 3	115		WITT T					*	*		*	*
Info 4		*	*	*	*		*	*	*		*	*
Info 5 - 6								*	*		*	*
Info 7								*	*		*	*
Info 8		*	*	*	*	*		*	*		*	*
Info 9					result is			*	*		*	*
Info 10		*	*	*	*	*	*	*	*	*	*	*
Info 11		*	*	*	*	*	*	*	*	*	*	*
Info 12		*	*	*	*			*	*	*	*	*
Info 13 -14								*	*		*	*
ssembly Line	125		7									
Arm1 - Arm4								*	*		*	*
ticky Moments	132											
Weba32		THE PER						*	*		*	*
Webn32								*	*		*	*
Weba8		*	*	*	*	*	*	*	*	*	*	*
Webn8		*	*	*	*	*	*	*	*	*	*	*

Typing in listings from the yellow pages.

The yellow pages are subdivided into article headings. Each article heading corresponds with its article in the magazine.

So for instance to find listing three of *INFO in the yellow pages (Circles) look for the *INFO heading, then follow the listings through until you get to listing three. At the beginning of the program are a few lines that tell you what machines it works on. This information can also be derived from the table above.

For Archimedes owners it may not be immediately obvious how to actually type in the listings. By pressing Function key 12 you can access the command line. From here type BASIC and the Archimedes will enter the Basic language. You may like to type MODE 12, which will turn the screen to white on black.

Then simply copy each line of the program in turn after the '>' prompt, pressing RETURN when finished. Save the program onto disc by typing SAVE" < filename>". It can then be run by typing RUN. You will probably need to debug it as you may have made some typing errors.

When you have finished debugging save the program one last time. Then it can either be double-clicked upon from the desktop, or loaded using LOAD"<filename>"

A more detailed description of how to type in listings from the yellow pages appeared in BBC Acorn User, August 1992.

*INFO

510 IF i%<>0 THEN 520 func%=app% 530 WHILE NOT EOF 270 SYS "OS_File",1,file\$,&FFFFF943,&E 110 END Listing 1 - !RunImage IF 1%-00 THEN func%-apper WHILE NOT EOF #1% stS=FNget_line(i%) IF st\$<>"" THEN IF LEFTS(st\$,1)="(" THEN func%-FNfunc(st\$) ELSE CASE func% OF WHEN open%: OSCLI("Filer_Ope 9428503,.43 280 PRINT"""|Sprites"" created" 290 END 120 : 130 DEF PROCinit 10 REM >:RunImage (Infol) 20 REM Main Auto program 30 REM by Andrew Young 40 REM for 32-bit machines 50 REM (c) BAU October 1992 140 ok%=0 150 COLOUR 3,0 150 COLOUR 3,0 160 PRINTTAB(15,15) "Thinking ..." 170 FOR i=0 TO 255 STEP 0.1 180 COLOUR 3,i,i 190 NEXT 200 X1%=320:y1%=320 210 X2%=1280-320:y2%=1024-320 220 11%=51:12%=0 230 11%=55:r2%=100 320 LOCAL b%,c1%,c2%,i% 330 IF d\$="" THEN 340 READ d\$,c1% 350 c2%=0 360 FOR i%=1 TO LEN(d\$)/2 370 c2%+=EVAL("&"+MID\$(d\$,2*i%-1,2)) 96 SYS "Wimp_Initialise", 200, &4B53415 4, "Transient" 100 SYS "NOS_ReadVarVal", "Initialise Exec", 0, -1, 0, 3 TO , , r 2% 110 If r 2%=0 THEN PROCfile("Default") 120 If key\$>"" "HEN PROCfile(key\$) 130 SYS "Wimp_CloseDown" 140 "Set Initialise Exec True 150 END 160: 179 DFF 80 open%=1:close%=2:app%=3:mod%=4:vdu nDir "+st\$) 610 WHEN close% : OSCLI("Filer_Cl 370 c2%+EVAL("«"+MIDS(d\$,2*1%-1,2)) 380 NEXT 390 IF c1%<>(c2% MOD 100) PRINT"Error in DATA line ",d1%:END 400 d1%+1 410 ENDIF oseDir "+st\$) oseDir 620 +st\$) 630 t\$) WHEN app% : OSCLI("WimpTask " 250 DIM x1%(8%),y1%(8%),x2%(8%),y2%(8% WHEN mod% : OSCLI("RMLoad "+s WHEN vdu% : PROCvdu(st\$) WHEN mode% : SYS "Wimp_SetMod 420 b%=EVAL("&"+LEFT\$(d\$,2)) 270 FOR i=0 TO PI*2 STE 280 x1%(a%)=r1%*SIN(i) 290 y1%(a%)=r1%*COS(i) 300 x2%(a%)=r2%*SIN(i) 310 y2%(a%)=r2%*COS(i) 320 a%+=1 330 MEXT 340 a%-=1 350 1%=6F000 43Ø d\$=MTD\$(d\$.3) 650 WHEN MO e",VAL(st\$) 660 ENDCASE 670 ENDIF 680 ENDIF 690 ENDWHILE 450 1.460 DATA £2E0 470 DATA 61000000108304£4020000,82 480 DATA D48304216175746F831483,3 490 DATA 1700048710840P8783820,55 500 DATA 832C8083310C872087278C,76 160 : 170 DEF FNget_line(fh%) 180 s\$="" 190 REPEAT 700 ENDIF 710 CLOSE #1% 200 v%=BGET#fh% 210 s\$+=CHR\$v% 220 UNTIL ((BOP#fh%) OR (v%<32)) 230 =s\$ 500 DATA 832C8083310C872087278C,76 510 DATA 024444843500000778431,47 520 DATA 87148747778C2800BBBBBB,29 530 DATA BBBB708357830493148D28,87 540 DATA 83478B3785630797777783,3 550 DATA 65857883138A7688759213,78 550 DATA 853788A98523884A408814,91 570 DATA 853788A98523884A408814,91 570 DATA 87851393148A28892C8C56,17 580 DATA 77851393148A28892C8C56,17 590 DATA 84A88BA990A591128DC6FF,80 600 DATA F07855EPR087088514881C,54 610 DATA 8C28832AFFFFFF083283,66 620 DATA 933148D28834F885F8656,78 350 l%=6F000 360 DlM sa% l% 370 sa%10=1% 380 sa%18=16 390 SYS "OS_SpriteOp",256+9,sa% 400 FOR csl TO 2 410 n\$="circle"+STR\$(c) 420 SYS "OS_SpriteOp",256+15,sa%,n\$,, Listing 2 - MakeSpr 10 REM >MakeSpr (Info2) 250 DEF PNEunc(fc\$) 260 DEF PNEunc(fc\$)-3) 270 CASE fc\$ OF 280 MHEN "Open":Inf%=open% 290 MHEN "Close":Inf%=close% 300 WHEN "Application":Inf%=app% 310 WHEN "Modle":Inf%=app% 320 WHEN "VDU":Inf%=wdu% 330 WHEN "MOdle":Inf%=mode% 340 OTHEPWEISE. 10 REM >MakeSpr (Info2) 20 REM Create sprite file for Nato 30 REM Sprites by Andrew Young 40 REM for 32-bit machines 50 REM (c) BAU October 1992 60: 70 DIM w% 1024 80 fileS="Norther" 90 READ plent 70,306,1 430 SYS "0S_SpriteOp",256+60,sa%,n\$ 440 IF c=1 PROCcircle(320,320,1480,40): ELSE PROCcircle(1160,904,1480,40,c) 450 SYS "0S_SpriteOp",256+60,sa% 460 OFF 620 DATA 0493148D28834F8B3F8650,78 90 READ olen% 100 p%=0 110 d\$="" 120 dl%=1 520 DATA 6493148D28934F885F8650,78 630 DATA F08441896557883138776,34 640 DATA 8F9190A48D3C884A8A8B0F,99 650 DATA 85C288A3691C8B878A1485,4 660 DATA 88D800,52 680 DATA ** 340 OTHERWISE: 350 ERROR 1, "Warning: Bad file headin 490 DIM col%(2,1),coli%(2,1),ncol%(2,1 360 ENDCASE WHILE P%-OLEN% b%-FMb IF b%-130:p%?w%=FMb:p%+=1 IF b%=131 AND b%-<=162 THEN n%-b%-128 f%-p%-FMb FOR i%-0 TO n%-1 ? (w%+p%+i%)=?(w%+f%+i%) NEXT 500 FOR i=255 TO 0 STEP -0.1 37Ø =nf% 510 COLO 520 NEXT COLOUR 3, i, i, i Listing 3 - Circles 390 DEF PROCVdu (vs\$) 520 NEXT 530 CLS 540 FOR i=0 TO 1 550 k=2 560 FOR j=0 TO 2 570 col%(j,i)=RND(255) 580 coli%(j,i)=k 590 k=2 600 NEYP 390 DEF PROCVOLI(VS\$) 400 REPEAT 410 d%=INSTR(vs\$,",") 420 IF d%=0 THEN d%=LEN(vs\$) 430 v%=VAL(LEFT\$(vs\$,d%)) 10 REM >Circles (Info3) 20 REM by Mark Hobson 30 REM for 32-bit machines 40 REM (c) BAU October 1992 vs\$=RIGHT\$(vs\$, LEN(vs\$)-d%) p%+=n% 60 ON ERROR PROCETT NEXT COLOUR i+1,0,0,0 IF b%<130 OR b%>162 THEN p%?w%=b% 490 DEF PROCfile(fn\$) 500 i%=OPENIN("<Initialise\$Dir>."+fn\$) 250 ENDWHILE 260 SYS "OS_File",0,file\$,,,w%,w%+p% 90 PROCinit 100 PROCcircles



```
640 ok%=-1
650 ENDPROC
660 :
670 DEF PROCCIPCLES
680 REPEAT
                                                                                                                                                                                                                                                                                                                                                                                                                                                  90 P%=div
100 [
110
120
130
140
                                                                                                                                                                                                                                210 freq=PI/32
220 amp=5
230 FOR N%=0 TO 255
240 addr=&3000+(N% DIV 8)*320+(N% AND
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 1310 REPEAT UNTIL NOT INKEY-99
1510 :
1520 DEF PROCSAVE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           quo,b,b,ASR #1
quo,quo,quo,ASR #4
quo,quo,quo,ASR #8
quo,quo,quo,ASR #1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 1530 REPEAT UNTIL NOT INKEY-82
1540 *FY 21
1550 file%=GET AND &DF
1560 IF file%<asc"a" OR file%>asc"2" EN
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           ADD
                                                                                                                                                                                                                                 250 N%?sintab%=SIN(N%*freq)*amp
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          ADD
                                                                                                                                                                                                                               250 NN?sintab%sSN(N%*freq)
260 NN?scrln%=addr MOD 256
270 NN?scrln%=addr DIV 256
280 NRXT
290 :
300 read=&70
310 write=&72
320 wave=&74
330 ypos=&75
340 eecflag=&FF
                 700 MOVE x1%+x1%(i1%)-420,v1%+v1%(i1%
       700 MOVE X14+X14(11%)-420,Y1%+Y14(11%)
)-420
710 i1%+=1
720 IF i1%=8%+1 i1%=0
730 SYS "OS_SpriteOp",256+28,sa%,"cir
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         MOV
ADD
SUB
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           quo,quo,ASR #4
c,quo,quo,ASL #2
c,b,c,ASL #1
c,#10
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         1562 CALL remove

1563 CALL setup

1563 CALL setup

1564 ON ERROR VDU 7:SOTO 140

1570 OSCLI("SAVE WetPic"+CHR$file%+" 30
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           quo, quo, #1
pc, R14
       cle1",,,1
740 MOVE x2%+x2%(i2%)-1060,y2%+y2%(i2
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               1570 USCLI("SAVE WetPic"+CHR$file%+" 30
00 +5000")
1571 OSCLI("SAVE Valves"+CHR$file%+" 82
                                                                                                                                                                                                                                                                                                                                                                                                                                                  240 ]
220 INFUT"Number: "; B%
230 B%=ABS(B%)
240 PRINT; B%; " DIV 10="; USR(div)
              |-880
| 750 | 12%-=1
| 760 | IF | 12%-1 | 12%-8%
| 770 | SYS "OS_SpriteOp",256+28,8a%,"cir
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   +C")
1572 ON ERROR PROCETTOT:GOTO 150
760 IF i2%=1 i2%=8%
770 SYS "OS SpriteOp",256+28,sa%,"cir cle2",,3
780 IF oo% THEN
790 a=0
800 FOR i=0 TO 1
810 FOR j=0 TO 2
820 IF ncol%(j,i)<col%(j,i) ncol%(j,i)+5:a=-1
830 COLOUR i+1,ncol%(0,i),ncol%(1,i),ncol%(2,i)
840 NEXT
860 IF a=0 on%=0
870 COLOUR 3, (ncol%(0,0)+ncol%(0,1))
/2, (ncol%(1,0)+ncol%(1,1))/2, (ncol%(2,0)+ncol%(2,1))/2
880 ELSE
890 FOR j=0 TO 2
910 col%(j,i)+col%(j,i)
920 col%(j,i)+col%(j,i)
930 IF col%(j,i)+col%(j,i)
930 IF col%(j,i)+col%(j,i)
940 IF col%(j,i)+col%(j,i)
940 IF col%(j,i)+col%(j,i)
950 NEXT
960 COLOUR i+1,col%(0,i),col%(1,i),col%(1,i)
970 NEXT
980 COLOUR j,(col%(0,0)+col%(1,i),/2,(col%(1,0)+col%(1,i))/2,(col%(1,0)+col%(1,i))/2,(col%(1,0)+col%(1,i))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,1))/2,(col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col%(1,0)+col
                                                                                                                                                                                                                                   350 :
360 FOR N%=0 TO 2 STEP 2
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 1580 ENDPROC
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                1580 EMDPROC

1590 :

1600 DEP PROCLOAD

1610 REPERT UNTIL NOT INKEY-87

1620 *FX 21

1630 file%-GET AND &DP

1640 IF file%-ASC"A" OR file%-ASC"Z" EN
                                                                                                                                                                                                                                                                                                                                                                                                                                         Listing 6 - Mod10
                                                                                                                                                                                                                                   380 [OPT N%
                                                                                                                                                                                                                                380 [OPT N%
390 .start
400 LDA #0
410 STA wave
420 STA ypos
430 LDA #12
440 STA &FE00
450 LDA #6
                                                                                                                                                                                                                                                                                                                                                                                                                                                        10 REM >Mod10 (Info6)
20 REM by A F Reysenbach
30 REM for 32-bit machines
40 REM (c) BAU October 1992
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          1640 IF file%-ASC"A" OR file%-ASC"Z'
DPROC
1641 CALL remove
1650 CALL setup
1651 ON ERROR VDU 7:GOTO 140
1660 OSCLI("LOAD WetPic"+CHR$file%)
1661 OSCLI("LOAD Valves"+CHR$file%)
1662 ON ERROR PROCETTOT:GOTO 150
1670 ENDPROC
                                                                                                                                                                                                                                                                                                                                                                                                                                                 60 MODE 0
70 DIM mod 40
80 a=0:b=1
90 P%=mod
100 [
                                                                                                                                                                                                                               460 STA FE01
470:
480 .mainloop
480 LDA #0
500 STA ypos
510 .subloop
520 LDY ypos
530 LDA scrlok,Y
540 STA write
550 LDA scrlok,Y
540 STA write
570 LDX wave
580 LDA sintabk,X
590 CLC
                                                                                                                                                                                                                                   460 STA &FRØ1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           a, b, b, ASR #1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          a,b,b,ASR #1
a,a,a,ASR #4
a,a,a,ASR #16
a,a,ASR #16
a,a,ASR #4
a,a,a,ASL #2
a,b,a,ASL #1
a,b,a,ASL #1
a,t10
pc,R14
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       ADD
ADD
ADD
MOV
ADD
SUB
CMP
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Listing 9 - CIE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         10 REM >CIE (Info9)
20 REM by David Walters
30 REM for 32-bit machines
40 REM (c) BAU November 1992
                                                                                                                                                                                                                               580 LDA sintab*, X
590 CLC
600 ADC ypos
610 TAY
620 LDA scrlo*, Y
630 STA read
640 LDA scrhi*, Y
650 CLC
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         50 :

60 MODE 15

70 OFF

80 DIM m1(2), m2(2,2), col%(2), err%(
                                                                                                                                                                                                                                                                                                                                                                                                                                                 200 MOV pc,R14
210 ]
220 INPUT"Number: ";B%
230 B%=ABS(B%)
240 PRINT;B%;" MOD 10=";USR(mod)
250 END
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         90 size%=300
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   90 size%=300
100 ka3/size%
110 m2()=k,0,-k,0,k,-k,0,0,3
120 err%()=0
130 r%=0
140 g%=1
150 b%=2
                                                                                                                                                                                                                              650 CLC
660 ADC #228
670 STA read+1
680 ]
690 FOR byte%=0 TO 255 STEP 8
700 IOPT N%
710 LDY #byte%
720 LDA (read), Y
730 STA (write), Y
740 ]
                                                                                                                                                                                                                                                                                                                                                                                                                                         Listing 7 - UpTime+
        (2,1))/2
990 ENDIF
1000 UNTIL FALSE
1010 ENDPROC
                                                                                                                                                                                                                                                                                                                                                                                                                                           Type this in as an obey file, pressing
                                                                                                                                                                                                                                                                                                                                                                                                                                        RETURN¶
| Jonly when you see the paragraph character (¶)¶
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   150 bb=2
160 FOR y%=0 TO size% STEP 4
170 FOR x%=0 TO size%-y% STEP 2
180 ml()=x%,y%,1
190 ml()=ml()=m2()
200 max=0
210 FOR i%=0 TO 2
220 IF ml(i%)=max max=ml(i%)
330 MEXT
440 MORE for the bold size of the size
         1020 :
1030 DEF PROCeircle(x,y,r,s,c)
        1030 DEF PROCCIPCIE(x,y,r,s,c)
1040 sss[2]
1050 FOR i=r TO 0 STEP -(s*2)
1060 GCOL 3,c
1070 CIRCLE FILL x,y,i
1080 GCOL 3,0
1090 CIRCLE FILL x,y,i-s
                                                                                                                                                                                                                            730 STA (write),Y
740 | 1
750 NEXT
768 (DPT N%
770 INC read+1
780 INC write+1
780 INC write+1
800 FOR byte%=256 TO 319 STEP 8
810 (DPT N%
820 LDY Bbyte%=256
830 LDA (read),Y
840 STA (write),Y
850 |
                                                                                                                                                                                                                                                                                                                                                                                                                                         BASIC -load $.!UpTime.!RunImage¶
                                                                                                                                                                                                                                                                                                                                                                                                                                       T DELETE 490,5009 DELETE 1320,13409 DELETE 1480,15009 DELETE 260,22709 DELETE 2500,25009 DELETE 2500,25009 DELETE 2730,27409 DELETE 2910,29309 T
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           NEXT
FOR i%=r% TO b%
col%(i%)=ml(i%)/(max/15)+.5
NEXT
C%=FNset_col(col%(r%),col%(g%),c
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     259
268 NEXT
270 C%=FMSet_COlv
2016(b%))
280 FOINT x*,y*
290 FROCett
100 FOINT x*+size*,y*
         1100 NEXT
1110 ENDPROC
        1120 :

1130 DEP PROCSWOP

1140 SYS "OS_Byte",113,sc%

1150 sc%=sc% EOR 3

1160 WAIT

1170 SYS "OS_Byte",112,sc%

1180 CLS
                                                                                                                                                                                                                                                                                                                                                                                                                                    DELETE 2910,29309

1
10 REM >|RunImage v2.00¶
40 REM | G BAU October 1992¶
460 CALL maketref¶
910 A$=GET$$chref$¶
910 A$=GET$$chref$¶
950 SYS
"OS_ConvertHex8",10%,result%,buffsize%
TO _,zeroptr%¶
980 BFUT$chref$, A$+$result%¶
1060 BFUT$chref$, A$+$TRING$(10,"0")¶
1070 10%=0:hi%=0¶
1550 Version$="2.00"¶
2460 EQUD 10%¶
2470 EQUD hi%¶
2490 EQUD 639ADA00¶
2600 EQUD 0¶
¶
¶
§
101 10%=10kl%=1(dt+4)¶
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 290 PROC
300 POIN
310 NEXT
320 NEXT
330 END
340 :
                                                                                                                                                                                                                               850 |
860 NEXT
870 [OPT N%
880 INC wave
890 INC ypos
900 BEQ skipover
910 JMP subloop
        1180 CLS
1190 ENDPROC
1200 :
1210 DEF PROCET
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      330 END
340:
350 DEF PROCETT
360 T%=(C% AND %11)
370 errflag%=FALSE
380 FOR i%=r% TO b%
390 err%(i%)+ecol%(i%)-((C%>)(i%*2+2)
AND 3)*4-T%
400 IF ABSerr%(i%)>=4 errflag%=TRUE
410 NEXT
420 IF errflag% THEN
430 FOR i%=r% TO b%
440 col%(i%)+errf%(%)
450 IF col%(i%)>15 col%(i%)=15 ELSE
IF col%(i%) col%(i%)=0
460 NEXT
470 C%=FNset_col(col%(r%),col%(g%),col%(b%))
480 err%(i=0
        1220 IF ERR=17 AND ok% THEN
1230 REPEAT
                                                                                                                                                                                                                               910 JMP subloop
920 .skipover
930 INC wave
940 BIT escflag
950 BMI exit
960 JMP mainloop
970 .exit
980 RTS
990 1
         1240 a=0
1250 FOR i=0 TO 1
                                  FOR j=0 TO 2
IF col%(j,i)>0 col%(j,i)-=1:a=
    -1
1280 COLOUR i+1,col%(0,i),col%(1,i),col%(2,i)
1290 NEXT
1380 NEXT
1380 COLOUR 3,(col%(0,0)+col%(0,1))/2,(col%(1,0)+col%(1,1))/2,(col%(2,0)+col%(2,1))/2
1330 UNTIL a=0
1330 ENDIF
                                                                                                                                                                                                                      1930 NEXT
1010 ENDPROC
1020:
1030 DEF PROCdemo
1040 VDU 19,3,4;0;
1050 FOR N=1 TO 15
1066 GCOL 0,RMD(3)
1070 FROCT:(RMD(1279),RMD(1023),RMD(12
79),RMD(1023),RMD(1279),RMD(1023))
1080 NEXT
1090 COLOUR 131
1100 COLOUR 2
1110 FRINT TAB(2,15);"THE BAU RIPPLER!"
1120 ENDPROC
1130 :
                                                                                                                                                                                                                                                                                                                                                                                                                                        ¶
461 lo%=!dt:hi%=!(dt+4)¶
911 lo%=EVAL("&"+RIGHT$(A$,8))¶
912 hi%=EVAL("&"+LEFT$(A$,2))¶
                                                                                                                                                                                                                                                                                                                                                                                                                                         951 SYS
"OS_ConvertHex2",hi%,result%,buffsize%
                                                                                                                                                                                                                                                                                                                                                                                                                                       "OS_ConvertHex2",hi%,result%,bu
TO ,xeroptr%1
952 ?zeroptr%-13:A$=$result%1
1461 LDR R2,wkming
1462 MOV R3,#0g
2241 LDR R2,offsetf
2242 LDR R3,offset44g
2761 STR R0,dtg
4762 STR R1,dt+4g
      1330 ENDIF
1340 MODE 12
1350 IF ERR<>17 REPORT:PRINT" at line "
FRL
1360 END
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   480 err%()=0
490 ENDIF
500 ENDPROC
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   510 :

520 DEF FNset_col(r%,g%,b%)

530 LOCAL T%,G%

540 T%=(r% OR g% OR b%) AND 3)*64

550 G%=(b% AND 12)*4+(g% AND 12)+r%/4

560 GCOL 0,G% TINT T%

570 =(G%<<2)+T%/64
    Listing 4 - Rippler
                 10 REM >Rippler (Info4)
20 REM by Richard Talbot-Watkins
30 REM & Matthew Godbolt
40 REM for 8-bit machines
50 REM (c) BAU October 1992
                                                                                                                                                                                                                           1130 :
1140 DEF PROCtri(a%,b%,c%,d%,e%,f%)
1150 MOVE a%,b%
                                                                                                                                                                                                                                                                                                                                                                                                                                         SAVE"$.!UpTime.!RunImage"A
                                                                                                                                                                                                                         1150 MOVE a%, b%

1160 MOVE c%, d%

1170 PLOT 85, e%, f%

1180 PLOT 7, a%, b%

1190 PLOT 7, c%, d%

1200 PLOT 7, e%, f%

1210 ENDPROC
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Listing 10 - FXDemol
                                                                                                                                                                                                                                                                                                                                                                                                                                       WIPE $. !UpTime.UpTimeRef CT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     10 REM >FXdemo1 (Info10)
20 REM Without procedures
30 REM by DCA
40 REM for all machines
50 REM (c) BAU October 1992
           50 : 70 MODE 5
80 VDU 23;8202;0;0;0;
90 HIMEM=63000
160 PROCassemble
110 REM *LOAD screen here at &5800
120 REM if necessary.
                                                                                                                                                                                                                                                                                                                                                                                                                                       Listing 8 - Water+
                                                                                                                                                                                                                                                                                                                                                                                                                                       52 REM Load/Save DCA October 1992
1030 IF INKEY-99 PROClines
1093 IF INKEY-89 PROClose
1094 IF INKEY-87 PROClose
1095 IF INKEY-87 PROClose
1095 IF INKEY-2 AND INKEY-52 CALL remove crall setup
1095 IF INKEY-2 AND INKEY-83 CALL remove.
                                                                                                                                                                                                                     Listing 5 - Divl0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      60 :
70 MODE 4
                                                                                                                                                                                                                                 10 REM >Div10 (Info5)
20 REM by A F Reysenback
30 REM for 32-bit machines
48 REM (c) BAU October 1992
50 :
60 MODE 0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 80 DIM q% 10
90 ital%=FALSE
100 bold%=FALSE
             130 PROCdemo
140 CALL start
         150 END

160 :

170 DEF PROCassemble

180 sintab%= £700

190 scrlo% = £900

200 scrhi% = £A00
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 110 osword=&FFF1
120 REPEAT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 130 READ r$
140 IF r$=""" GOTO 310
150 REPEAT
                                                                                                                                                                                                                                                                                                                                                                                                                                           E:CALL setup:CLS:PROCScreen:GCOL 3,7
1160 REPEAT UNTIL NOT INKEY-99
1270 UNTIL INKEY-99
                                                                                                                                                                                                                                   70 DIM div 40
80 quo=0:b=1:c=2
```

160 c\$=LEFT\$(r\$,1)	40 REM (c) BAU October 1992	1010 you\$=FNuc(you\$)	2060 :
170 special%=c\$="0"	50 :	1020 id\$=FNcrc(you\$)	2070 DEF PROCprocess_receive
180 IF special% THEN c\$=MID\$(r\$,2,1)	60 PROCinit	1030 u%=0	2080 IF rec_idle% ENDPROC
:r\$=MID\$(r\$,3):IF c\$="I" ital%=NOT ital%	70 me\$=FNwhoami	1040 found%=FALSE	2090 X%=rx%
ELSE IF c%="B" bold%=NOT bold%	80 INPUT "Chat to whom ? "you\$ 90 IF you\$="" PROCreply ELSE PROCchat	1050 REPEAT	2100 IF TIME>rec_timeout% rec_idle%=TRU
190 IF special% GOTO 290		1060 user\$=FNuser	E:rec_ok%=FALSE:A%=&34:CALL osbyte:ENDPR
200 ?q%=ASC(c\$)	100 MODE 7	1070 IF you\$=user\$ PROCnotify(uid%,"("	00
210 X%=q% MOD 256	110 PROCScreen	+me\$+" wants a chat)"):found%=TRUE	2110 A%=£33
220 Y%=q% DIV 256	120 PROCchatter	1080 UNTIL user\$=""	2120 IF (USR(osbyte) AND £8000)<>0 THEN
230 A%=10	130 MODE 7	1090 IF NOT found% PRINT "No such user" :END	?qr%=rx%:PROCosword(qr%,&11):rec_idle%=
240 CALL osword	140 END		TRUE:rec_ok%=TRUE
250 IF bold% FOR i%=1 TO 8:q%?i%=q%?	150 :	1100 PRINT "Ringing ";you\$;""	213Ø ENDPROC
i% OR (q%?i%/2):NEXT 260 IF ital% FOR i%=1 TO 2:q%?i%=q%?	160 DEF PROCinit 170 DIM qr% £100,qt% £100,q% £800,temp	1110 IF NOT FNwait_for(id\$,2000) PRINT" No reply":END	2140 : 2150 DEF PROCosword(q%,A%)
i%/2:NEXT:FOR i%=6 TO 8:q%?i%=q%?i%*2:NE	% \$100,in% \$100,out% \$100	1120 PROCdelay(100)	2160 X%=q% MOD 256
XT	180 osbyte=&FFF4	1130 PROCburst_transmit(id\$,100)	2170 Y%=q% DIV 256
270 VDU 23,224,q%!1;q%!3;q%!5;q%!7;2	190 osword=&FFF1	1140 ENDPROC	2180 CALL osword
24	200 tr_idle%=TRUE	1150 :	2190 ENDPROC
28Ø r\$=MID\$(r\$,2)	210 rec_idle%=TRUE	1160 DEF FNuser	2200 :
290 UNTIL r\$=""	220 port%=&E0	1170 q%=0:q%!4=0	2210 DEF FNuc(s\$)
300 PRINT'	230 DIM x%(1),y%(1)	1180 q%?1=32	2220 \$temp%=s\$
310 UNTIL r\$="*"	240 ENDPROC	1190 q%?3=15	2230 i%=temp%
320 END	250 :	1200 q%?7=u%	2240 REPEAT
330 :	260 DEF FNwhoami	1210 q%?8=1	2250 IF ?i%>=ASC"a" AND ?i%<=ASC"z" ?i
340 DATA "This program displays @lital icised@l"	270 !q%=0	1220 PROCosword(q%,&14)	%=?i%-32
	280 q%!4=0	1230 IF q%?4=0 THEN =""	2260 IF ?i%<=32 ?i%=13 ELSE i%=i%+1
350 DATA "and @Bbold@B characters." 360 DATA "@I@BThese are bold italics!@	29Ø q%?1=8	124Ø u%=u%+1	227Ø UNTIL ?1%<32
B@I"	300 q%?3=32	1250 uid%=q%!5 AND &FFFF	2280 =\$temp%
	310 PROCosword(q%,&14)	1260 =\$(q%+7)	2290 :
370 DATA "*"	320 =FNuc(\$(q%+4))	1270 :	2300 DEF PROCNOTIFY(s%,m\$)
	330 :	1280 DEF PROCreply	2310 ?q%=1
Listing 11 – FXDemo2	340 DEF PROCECTEEN 350 FOR i%=0 TO 22	1290 id\$=FNcrc(me\$)	232Ø q%!1=s%
10 REM >FXdemo2 (Info11)	360 VDU 31,0,1%,145,255,135,31,38,1%,	1300 PROCburst_transmit(id\$,100) 1310 IF NOT FNwait_for(id\$,200) PRINT "	233Ø \$(q%+3)=m\$+CHR\$7+CHR\$Ø 234Ø PROCOSWORD(q%,&14)
20 REM Without procedures	145,255	Must have been a ghost!":END	235Ø ENDPROC
30 REM by DCA	370 NEXT	1320 ENDPROC	236Ø :
40 REM for all machines	380 FOR 1%=0 TO 22 STEP 11	1330 :	2370 DEF PROCdelay(t%) 2380 t%=TIME+t%
50 REM (c) BAU October 1992	390 VDU 31,0,1%,129,157	1340 DEF PROCburst_transmit(str\$,t%)	
60 :	400 NEXT	1350 burst_time=TIME+t%	2390 REPEAT UNTIL TIME>t%
70 MODE 4	410 ENDPROC	1360 Sout%=LEFT\$(str\$,7)	2400 ENDPROC
80 PROCinit	420 :	1370 REPEAT	2410 :
90 PROCTEXT	430 DEF PROCchatter	1380 PROChegin_transmit(&FFFF)	2420 DEF FNcrc(s\$)
100 END	440 cur%=-1	1390 REPEAT	2430 LOCAL i%,crc%
110 :	450 \$out%=CHR\$254+RIGHT\$("000"+STR\$~th	1400 PROCprocess_transmit	2440 FOR i%=1 TO LEN(s\$)
120 DEF PROCINIT	ere%,4)+me\$ 460 PROChegin receive(0,1000)	1410 UNTIL tr_idle%	2450 crc%=crc%+ASCMID\$(s\$,i%)*i%
130 DIM q% 10		1420 UNTIL TIME>burst_time	2460 NEXT
140 ital%=FALSE 150 bold%=FALSE	470 PROCbegin_transmit(there%) 480 out\$=""	143Ø ENDPROC 144Ø :	2470 =CHR\$255+RIGHT\$("000"+STR\$"crc%,4)
160 osword=&FFF1	490 last%=TIME	1450 DEF FNwait_for(str\$,t%)	Listing 13 – Eye
170 ENDPROC	500 rec_ok%=FALSE	1460 wait_timeout=TIME+t%	10 REM >Eye (Info13)
180 :	510 *FX 229,1	1470 got%=FALSE	
190 DEF PROCtext	520 done%=FALSE	1480 REPEAT	20 REM by Jan Vibe
200 LOCAL r\$	530 gone%=FALSE	1490 \$in%="*****"	30 REM for 32-bit machines
210 REPEAT	540 PROCwindow(0)	1500 PROChegin_receive(0,50)	40 REM (c) BAU October 1992
220 READ r\$ 230 IF r\$<>"*" PROCdisplay_line(r\$)	550 REPEAT	1510 REPEAT	50 :
	560 C\$=INKEY\$(0)	1520 PROCprocess_receive	60 MODE 137
240 UNTIL t\$="*"	570 IF c\$=CHR\$27 done%=TRUE:out\$=c\$	1530 UNTIL rec_idle%	70 MODE 9
250 ENDPROC	580 IF c\$=CHR\$13 c\$=CHR\$255	1540 IF rec_ok% THEN IF \$in%=str\$ got%	80 OFF
260 :	590 IF c\$<>"" AND NOT done% PROCinser	=TRUE:there%=qr%!3 AND &FFFF	90 delay%=30
270 DEF PROCdisplay_line(r\$)	t(0,c\$):out\$=out\$+c\$	1550 UNTIL got% OR TIME>wait_timeout	100 s1%=1
280 REPEAT	600 IF tr_idle% AND (LEN(out\$)>5 OR (1560 =got%	110 s2%=2
<pre>29Ø IF LEFT\$(r\$,1)="@" r\$=FNeffect(r\$) ELSE r\$=FNchar(r\$)</pre>	TIME>last%+30 AND out\$<>"")) AND NOT gon	1570 :	120 ON ERROR GOTO 640
	e% THEN \$out%=out\$:PROCbegin_transmit(th	1580 DEF PROChegin_transmit(s%)	130 DIM sp% &10000,sc% &10
300 UNTIL r\$=""	ere%):last%=TIME:out\$=""	1590 PROCdelay(10)	140 sp%:0=£10000
310 PRINT'	610 PROCprocess transmit	1600 REPEAT	
320 ENDPROC	620 PROCprocess_receive	1610 PROCprocess_transmit	150 sp%!4=0 160 sp%!8=16
330 :	630 IF rec_idle% PROCgot_chars	1620 UNTIL tr_idle%	170 sp%:12=16
340 DEF FNeffect(r\$)	640 UNTIL done% AND tr_idle%	1630 qt%?1=port%	180 FOR n%=0 TO 15
350 IF MID\$(r\$,2,1)="I" ital%=NOT ital	650 IF NOT rec_idle% A%=&34:X%=rx%:CAL L osbyte	1640 qt%!2=s% 1650 IF s%=&FFFF THEN \$(qt%+4)=\$out% EL	190 COLOUR n%, 16*n%, 00*n%, 16*(15-n%) 200 NEXT
360 IF MID\$(r\$,2,1)="B" bold%=NOT bold	660 *FX 229,0	SE qt%:4=out%:qt%:8=out%+LEN(\$out%)+1	21Ø f=1.3416
370 =MID\$(r\$,3)	67Ø ENDPROC 68Ø :	1670 PROCtransmit_go	220 a1=1280 230 c%=0
380 :	690 DEF PROCGOT_chars	1680 ENDPROC	240 REPEAT
390 DEF FNchar(r\$)	700 IF rec ok% in\$=\$in%	1690 :	250 a2=a1/f
400 ?q%=ASC(r\$) 410 X%=q% MOD 256	710 PROChegin_receive(0,1000) 720 IF NOT rec ok% ENDPROC	1700 DEF PROChegin_receive(s%, t%)	260 a3=a2/f
420 Y%=q% DIV 256	730 IF ASC(in\$)=254 PRINTCHR\$26; TAB(2,	1710 PROCdelay(10) 1720 rec_timeout%=TIME+t%	270 s=(a3-a1)/15 280 FOR n%=0 TO 15
430 A%=10	<pre>Ø)CHR\$130;me\$" on "FNsn(EVAL("&"+MID\$(in</pre>	1730 REPEAT	290 GCOL n%
440 CALL osword	\$,2,4)))TAB(2,11)CHR\$134MID\$(in\$,6)" on	1740 PROCprocess_receive	300 ELLIPSE FILL 640,512,a1+n%*s,a2
450 IF bold% PROCmake_bold(q%) 460 IF ital% PROCmake_italic(q%)	"FNsn(there%):PROCwindow(1):PROCwindow(0):ENDPROC	1750 UNTIL rec_idle% 1760 !qr%=&7F00	310 NEXT 320 a1+=15*s
470 VDU 23,224,q%!1;q%!3;q%!5;q%!7;224	740 IF ASC(in\$)=27 gone%=TRUE:in\$=CHR\$	1770 qr%?2=port%	330 s=s/f
480 =MID\$(r\$,2)	255+"("+you\$+" has gone)"+CHR\$255+CHR\$7	1780 qr%!3=s%	340 FOR n%=1 TO 14
490 :	750 IF in\$<>id\$ PROCinsert(1,in\$)	1790 qr%!5=in%	350 GCOL 15-n%
500 DEF PROCmake_bold(a%)	760 ENDPROC	1800 qr%!9=in%+&100	360 ELLIPSE FILL 640,512,a1,a2+n%*s
510 LOCAL i%	770 :	1810 PROCosword(qr%,&11)	370 NEXT
520 FOR i%=1 TO 8 530 a%?i%=a%?i% OR (q%?i%/2)	780 DEF FNsn(n%)=STR\$(n% DIV 256)+"."+ RIGHT\$("000"+STR\$(n% AND 255),3)	1820 rx%=?qr% 1830 rec idle%=FALSE	38Ø UNTIL a1<=4
540 NEXT	790 :	1840 ENDPROC	390 SYS "OS_SpriteOp",256+16,sp%,"PIC" ,0,0,0,1279,1024
550 ENDPROC	800 DEF PROCinsert(n%,m\$)	1850 :	400 :
560 :	810 PROCwindow(n%)	1860 DEF PROCtransmit go	410 REPEAT
570 DEF PROCmake_italic(a%) 580 LOCAL i%	820 IF INSTR(m\$,CHR\$255)=0 PRINT m\$;:P	1870 tr_idle%=FALSE	420 k=1000
	ROCwindow(0):ENDPROC	1880 REPEAT	430 sc%100=k
590 FOR i%=1 TO 2	830 FOR 1%=1 TO LEN(m\$)	1890 ?qt%=&80	440 sc%!04=k
600 a%?i%=a%?i%/2	840 IF MID\$(m\$,i%,1)=CHR\$255 PRINT EL	1900 PROCosword(qt%,&10)	450 sc%108=k
610 NEXT	SE PRINT MID\$(m\$,i%,1);	1910 UNTIL ?qt%<>0	460 sc%112=k
620 FOR 1%=6 TO 8	850 NEXT	1920 ENDPROC	470 REPEAT
630 a%?i%=a%?i%*2	860 PROCwindow(0)	1930 :	480 WAIT
640 NEXT	870 ENDPROC	1940 DEF PROCprocess_transmit	490 SYS 6,112,81%
650 ENDPROC	880 :	1950 IF tr_idle% ENDPROC	500 SYS 6,113,82%
660 :	890 DEF PROCWindow(n%)	1960 A%=£32	510 SWAP 81%,82%
670 DATA "This program displays @Tital icised@T"	900 IF n%=cur% ENDPROC	1970 U%=USR(osbyte)	520 CLS
	910 PROCpreserve(cur%)	1980 IF (U% AND &8000)<>0 ENDPROC	530 xp%=640-(1280*k/1000)/2
680 DATA "and @Bbold@B characters." 690 DATA "@I@BThese are bold italics!@	920 VDU 23;10,82+173*n%,0;0;0;0;28,3,1 0+11*n%,37,1+11*n%,31,x%(n%),y%(n%)	1990 tr_idle%=TRUE	540 yp%=512-(1024*k/1000)/2
Bat"	930 cur%=n%	2000 txresult%=(U% AND &FF00) DIV &100 2010 IF txresult%=0 tr_ok%=TRUE:ENDPROC	550 SYS "OS_SpriteOp",256+52,sp%,"PI C",xp%,yp%,8,sc%
700 DATA ***	940 ENDPROC	2020 nonfatal%=(txresult%=&41 OR txresu	560 k=k+80
	950 :	lt%=&42)	570 sc%!00=k
Listing 12 – Chat	960 DEF PROCPRESERVe(n%)	2030 IF nonfatal% PROCdelay(50):tr_trie	580 sc%:04=k
	970 IF n%>=0 x%(n%)=POS:y%(n%)=VPOS	s%=tr tries%+1	590 WHILE TIME <delay%< td=""></delay%<>
10 REM >Chat (Info12)	980 ENDPROC	2040 IF nonfatal% AND tr_tries%<10 PROC	600 ENDWHILE
20 REM by DA and DL	990 :	transmit_go ELSE tr_ok%=FALSE	610 TIME=0
30 REM for all machines (with Econet)	1000 DEF PROCchat	2050 ENDPROC	620 UNTIL k>=1800



```
630 UNTIL FALSE
640 SYS 6,112,81%
650 PRINT REPORTS" at line "STRSERL
660 ON
670 END
```

Listing 14 - Eggs

```
10 REM >Eggs (Infol4)
20 REM by Jan Vibe
30 REM for 32-bit machines
40 REM (c) BAU October 1992
```

```
60 MODE 137
70 MODE 9
80 OFF
90 s1%=1
100 s2%=2
100 87%=2

110:

120 8%=0

130 FOR n%=1 TO 12

140 f%=10*n%

150 COLOUR n%,127*(SINRADf%+1),127*(S

INRAD(f%+120)+1),127*(SINRAD(f%+240)+1)

160 NEXT
      170 COLOUR 13,255,255,255
```

R4,[RØ,R2,ASL #2] R3,R3,R4

R2,R2,#1 R2,R1 loop

```
180 C%=0
190 ON ERROR GOTO 370
200 REPEAT
210 WAIT
220 SYS "OS_Byte",112
           WAIT
SYS "OS_Byte",112,s1%
SYS "OS_Byte",113,s2%
SWAP s1%,s2%
             SMAP 81%, 82%
CLS
C%=c% MOD 12+1
FOR n%=30 TO 360 STEP 30
t=RAD(a%+n%)
C%=c% MOD 12+1
GCOL c%
```

```
310 ELLIPSE 640+400*SIN(t),512+400*C
OS(t),110,64,10*t
320 NEXT
330 GCOL 13
    340 ELLIPSE 640.512.280.330.-12*RAD(a
   )
350 a%=(a%+1) MOD 360
360 UNTIL FALSE
370 SYS "OS_Byte",112,s1%
380 PRINT REPORT$" at line "STR$ERL
```

ASSEMBLY LINE

Listing 1 - Arml 10 REM >ARM1 20 REM By Dave Lawrence 30 REM For 32 bit machines 40 REM (C) BAU October 1992 50 : 60 DIM code 100 70 link=14 80 pc=15 90 FOR pass=0 TO 2 STEP 2 100 P%=CODE 110 [OPT pass 120 .load 130 AL 140 LL ADR LDR R1, table RØ, [R1, RØ] MOV pc,link .table EQUD &00000000 EQUD &00000000 EQUD &00000000 EQUD &0000000022 EQUD &000000333 EOUD &00004444 240 EQUD &006666 250 EQUD &077777 260)NEXT 270 FOR i=0 TO 7 280 A%=i*4 290 PRINT i, USR(load) 300 NEXT i

Listing 2 - Arm2

```
10 REM >ARM2
20 REM By Dave Lawrence
30 REM For 32 bit machines
40 REM (C) BAU October 1992
   80 pc=15
90 FOR pass=0 TO 2 STEP 2
90 FOR pass=0
100 P%=code
110 [OPT pass
120 .sum
130 MC
```

```
MOV
                                                                 RØ,R3
     260 ]NEXT
                                                                 pc, link
    ### 200 pg, link
### 270 numbers=10
### 280 total=0
### 290 DIM data numbers*4
### 300 PRINT "Numbers : ";
### 310 FOR i=0 TO numbers-1
### 320 n=RMD(100)
### 330 data!(i*4)=n
### 340 total*=n
### 350 PRINT!n;" ";
### 360 NEXT i
### 370 PRINT' "BASIC total : ";total
### 380 A%=data
### 380 B%=numbers
      390 B%=numbers
400 PRINT"ARM total : ";USR(sum)
Listing 3 - Arm3
```

CMP BNE

10 REM >ARM3 20 REM By Dave Lawrence 30 REM For 32 bit machines 40 REM (C) BAU October 1992 50 : 60 DIM code 100 70 array=0 80 number=1

90 count=2 100 total=3 110 value=4 120 link=14 150 P%=code 160 [OPT pass 170 .sum 180 MC count,#Ø 200 .loop 210 value, [array, count

ASL	#2]		
220	ADD	tot	al, total, val
230			
240	ADD	cou	nt, count, #1
250	CMP	cou	int, number
260	BNE	100	p
270			
280	MOA	RØ,	total
290			
300		pc,	link
310] NEXT		
	numbers=10		
	total=0		
340	DIM data nur	nbers*4	
350	PRINT "Numbe	ers	1 "1
360	FOR i=Ø TO 1	numbers-	1
	n=RND(100)		
	data!(i*4):	=n	
390	total+=n		
	PRINT;n;" '	7	
410	NEXT i		
420	PRINT'"BASIC	total	: ";total
430	A%=data		
440	B%=numbers		
450	PRINT"ARM to	otal :	";USR(sum)
Tio	ting 4 -	T was	.1

Listing 4 – Arm4

```
10 REM >ARM4
20 REM By Dave Lawrence
30 REM For 32 bit machines
40 REM (C) BAU October 1992
 50 :
60 DIM code 100
150 pc=15
160 FOR pass=0 TO 2 STEP 2
180 [OPT pass
190 .sort
                                      1,#0
```

minval, [array, i, AS

210 .loop1

```
MOV
         .100p2
                       LDR
                                    value, [array, j, ASL
  260
                                    value, minval
minval, value
min, j
                       MOVLT
                                     j.j,#1
j,number
loop2
                       CMP
BNE
                                    i,min
value,[array,i,ASL
                       STRNE
                                     value, [array, min, A
                                     minval, [array, i, AS
                       STRNE
                       CMP
BNE
                                     i, number
  430
440 MOV pc,1
450 ]NEXT
460 numbers=15
470 DIM data numbers*4
480 FOR i=0 TO numbers-1
                                     pc, link
  , numbers)
530 A%=data
  550 CALL sort
560 PRINT "Sorted : ";FNnumbers(data
 560 PRINT "Sorted : ";1
numbers)
570 END
580 :
590 DEP PNnumbers(a,b)
600 FOR i=0 TO b-1
610 PRINT;al(i*4);"";
620 NEXT
630 =""
```

STICKY MOMENTS

Listing 1 - WebA32

```
10 REM Weba32
20 REM Spider web generator
30 REM by Mathew Tizard
40 REM (C) BAU Oct 92
50 REM For 32-bit only
    180 ABM FOF 32-DIC UNITY
56 9: 70 MODE 12:REM USE MODE 20 IF YOU HAV
A MULTISTY
30 *FX9
100 firstflag=0
110 COLOUR. 100,0,0
120 DIM radius (150), angle (150)
130 DIM gene (6,9), extreme (6), mutate (6)
140 FORN-1TO6
150 READ extreme (N)
150 NEXT
170 FORN-1TO6
180 READ mutate (N)
190 NEXT
200 :
      200 :
210 REM INITIALLY RANDOM MENAGERIE
     22Ø FORM=1 TO 9
23Ø FORG=1 TO 6 STEP 2
24Ø gene(G,N)=FNR(extreme(G),extreme(G
+1))
250 gene(G+1,N)=FNR(extreme(G),extreme(G+1))
260 NEXT
     27Ø NEXT
      280 :
290 REM MAIN LOOP
```

```
320 FORWT%=160 TO 1023 STEP 350
330 FOREX%=160 TO 1280 STEP 450
340 prespos+=1
350 0X=0
360 0Y=0
370 MR=150
     380 ORIGIN EX%, WY%
     400 IF prespos=5 AND firstflag=1 THEN
NEXTEX%
410 CIRCLE 0.0,MR
420 GCOL7
    420 GCO17
430 string%=7500
440 increm=FNR(gene(1,prespos),gene(2,
prespos))
450 angle=0
460 R=0
470 REPEATR+=1
    480 anginc=FNR(gene(3,prespos),gene(4,
    490 angle+=anginc
500 IF angle>360-(anginc/2) THEN angle
500 fr angle (R) = angle 510 angle (R) = FNR (gene (5, prespos), gene
520 radius(R)=rNR(gene(5,prespos), gene
(6,prespos))
530 TX=COSRAD(angle)*radius(R)
540 TY=SINRAD(angle)*radius(R)
550 PROCL(0X,0Y,TX,TY)
560 PROCL(0X,0Y,TX,TY)
570 IF angle=360 THEN PROCL(TX,TY,FX,F
    58Ø OX=TX
    590 OY=TY
600 IF R=1 THEN FX=TX:FY=TY
610 UNTIL angle=360
620 MAXN=R
```

```
630 OX=0
640 OY=0
650 N=0
660 R=0
670 REPEAT N+=1
670 REPEAT N+=1
680 R+=increa
690 IF NAMAN THEN N=1
700 X=COSRAD(angle(N))*R
710 Y=SINRAD(angle(N))*R
720 IF R=radius(N) THEN UNTILR>radius(N):GOTO 770
730 PROCL(OX,OY,X,Y)
740 OX=X
750 OY=Y
750 UNTIL string%+0
760 UNTIL string%+0
760 MEXTEX%,NY%
780 firstflag=1
730:
          790 :
800 REM ARTIFICIAL SELECTION
       800 REM ARTIFICIAL SELECTION
810 ORIGIN 0.0
820 GCOL4.0
830 REPRATMOUSE X,Y,Z
840 XP=1+INT(X/450)
850 YP=1+INT(X/350)
850 YP=1+INT(Y/350)
860 GISIQ=XP=3*(YP=1)
870 CIRCLE 160+(450*(XP=1)),160+(350*(
 YP-1)),MR
880 REPEAT MOUSE NX,NY,Z
      880 REPEAT MOUSE NX,NY,Z
890 NXP=1-HNT(NX/450)
900 NYP=1-HNT(NY/350)
910 IF Z<>0 THEN UNTILZ<>0:GOTO940
920 UNTIL NXP<>XP OR NYP<>YP
930 CIRCLE 160+(450*(XP-1)),160+(350*(
 YP-1)),MR
940 UNTIL Z<>0
      950 GCOL0
960 RECTANGLE FILL 0,0,1280,350*(YP-1)
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970 RECTANGLE FILL 0,350*(YP-1)+325,12
 80,1024

980 RECTANGLE FILL 0,0,450*(XP-1),1024

990 RECTANGLE FILL 450*(XP-1)+325,0,12
990 RECTANGLE FILL 450*(XP-1)+325,0,12
80,1024
1000 CCCL1
1010 FILL 450*(XP-1)+12,350*(YP-1)+160
1020 IX4450*(XP-1)
1030 IY=350*(YP-1)
1040 XS=(450-IX)/20
1050 YS=(350-IY)/20
1060 FORN=1 TO 20
   1090 WAIT
1100 RECTANGLE FILL IX-XS,IY-YS,310,320
TO IX,IY
1110 NEXT
   1120 :
1130 REM BREEDING (HEREDITY)
   1180 NEXT
   1190 GOTO300
1200 END
   1210 :
1220 DEFFNR(A,B)
1230 IF A>=B THEN SWAP A,B
1240 =A+RND(1000*(B-A))/1000
  1250 : 1260 DEFPROCL(X1,Y1,X2,Y2) 1270 LINE X1,Y1,X2,Y2 1280 string%-sQR((Y2-Y1)^2+(X2-X1)^2) 1290 ENDPROC
```

1310 DEFPROCmutate	750 REM ARTIFICIAL SELECTION	1790 DATA 0.5,0.5,2,2,10,10	970 NEXT
1320 FORN=1 TO 9	760 VDU29,0;0;		980 FOR flies=1 TO 1000
1330 IF N=5 THEN N=6 1340 FORG=1 TO 6 STEP 2	770 NUM=0 780 FORWY%=0 TO 1023-160 STEP 350	Listing 3 – Webn32	990 POINT FX(flies), FY(flies) 1000 NEXT
1350 gene(G,N)+=FNR(-mutate(G),mutate(G	790 FOREX%=0 TO 1280-160 STEP 450	10 REM Webn32	1010 ratio(prespos)=(10*T)-(maxstring-s
))	800 NUM=NUM+1		tring%)/8
1360 gene(G+1,N)+=FNR(-mutate(G),mutate(G))	810 VDU5 820 MOVEEX%, WY%+24	30 REM Natural selection 40 REM (C) BAU Oct 92	1020 GCOL2 1030 VDU5
1370 IF gene(G,N)>extreme(G) THEN gene(830 PRINTNUM	50 REM For 32-bit only	1040 MOVE-150,150
G, N) = extreme(G)	84Ø VDU4	60 :	1050 PRINT ratio(prespos)
1380 IF gene(G+1,N) <extreme(g+1) ene(g+1,n)="extreme(G+1)</td" g="" then=""><td>850 NEXT 860 NEXT</td><td>70 MODE 12:REM USE MODE 20 IF YOU HAV E A MULTISYNC</td><td>1060 VDU4 1070 OFF</td></extreme(g+1)>	850 NEXT 860 NEXT	70 MODE 12:REM USE MODE 20 IF YOU HAV E A MULTISYNC	1060 VDU4 1070 OFF
1390 IF gene(G,N) <gene(g+1,n) swap<="" td="" then=""><td>870 REPEAT</td><td>80 maxstring=9000</td><td>1080 NEXTEX%, WY%</td></gene(g+1,n)>	870 REPEAT	80 maxstring=9000	1080 NEXTEX%, WY%
gene(G,N),gene(G+1,N)	880 gridp=GET-48	90 OFF	1090 win=5
1400 NEXT 1410 NEXT	890 UNTIL gridp>0 AND gridp<10 900 NUM=0	100 *FX9 110 COLOUR7,6	1100 FORtest=1 TO 9 1110 IF ratio(test)>ratio(win) THEN win
1420 ENDPROC	910 FOR Y%=0 TO 1023-160 STEP 350	120 COLOUR15,1	=test
1430 :	920 FOR X%=0 TO 1280-160 STEP 450		
1440 REM THE 2 DATA STATEMENTS CONTAIN THE EXTREME VALUES OF	930 NUM=NUM+1 940 IF NUM=gridp WY%=Y%+32:EX%=X%	130 generations=0 140 DIM FX(1000),FY(1000),ratio(9) 150 DIM radius(200),angle(200) 160 DIM gene(6,9),extreme(6),mutate(6)	1130 generations+=1
1450 REM GENES 1-6 RESPECTIVELY, FOLLOW	950 NEXT	150 DIM radius(200), angle(200) 160 DIM gene(6.9).extreme(6).mutate(6)	1140 gridp=win 1150 ratio(5)=ratio(win)
ED BY THE RATES AT WHICH	960 NEXT	170 FORN=1TO6	1160 XP=1+(win-1) MOD3
1460 REM EACH ONE MUTATES.	970 GCOL0,0	180 READ extreme(N)	1170 YP=1+(win-1) DIV3
1470 : 1480 REM EXTREMES-	980 PROCRECT(0,0,1280,WY%) 990 PROCRECT(0,WY%+300,1280,1024)	190 NEXT 200 FORN=1TO6	1180 ORIGIN 160+((XP-1)*450),160+((YP-1)*350)
1490 DATA 4,0.15,20,3,150,10	1000 PROCRECT(0,0,EX%,1024)	210 READ mutate(N)	1190 GCOL4,0
1500 REM MUTATION RATES-	1000 PROCRECT(0,0,EX%,1024) 1010 PROCRECT(EX%+300,0,1280,1024)	220 NEXT	1200 FOR flies=1 TO 1000
1310 DAIR 0.3,0.3,6,2,10,10	1020 GCOL0,1 1030 IX=EX%	230 : 240 REM INITIALLY RANDOM MENAGERIE	1210 POINT FX(flies), FY(flies) 1220 NEXT
Listing 2 – Weba8	1040 IY=WY%	250 FORN=1 TO 9	1230 ORIGIN 0,0
	1050 XS=(450-IX)/20	260 FORG=1 TO 6 STEP 2	1240 GCOL0
10 REM Spiders web generator 20 REM (Artifical selection)	1060 YS=(350-IY)/20 1070 GCOL4,0	270 gene(G,N)=FNR(extreme(G),extreme(G+1))	1250 RECTANGLE FILL 0,0,1280,350*(YP-1)
30 REM by Mathew Tizard	1080 FORN=1 TO 20	28Ø gene(G+1,N)=FNR(extreme(G),extreme	1260 RECTANGLE FILL 0,350*(YP-1)+286,12 80,1024
40 REM for B/B+/M/C/E	1090 PROCBOX(IX,IY)	(G+1))	1270 RECTANGLE FILL 0,0,450*(XP-1),1024
50 REM (C) BAU October 1992 60 :	1100 *FX19 1110 PROCBOX(IX,IY)	290 NEXT 300 NEXT	1280 RECTANGLE FILL 450*(XP-1)+325,0,12 80,1024
		310 :	1290 GCOL4,0
70 MODES: VDU3;8282;8;8;8; 80 VDU19;1,6,8,0,6 90 PRINT*Initialising" 100 DIM radius(150),angle(150) 110 DIM gene(6,9),extreme(6),mutate(6) 120 FORN=1TO6	1130 IY=IY+YS	320 FOR flies=1 TO 1000	1300 :
90 PRINT"Initialising"	1150 CLS: PROCEOU(IX IX)	330 FX(flies)=RND(300)-150 340 FY(flies)=RND(300)-150	1310 IX=450*(XP-1) 1320 IY=350*(YP-1)
110 DIM gene(6,9), extreme(6), mutate(6)	1160 :	340 FY(IIIes)=RND(300)-150 350 NEXT	1320 IX=350*(YP-1) 1330 XS=(450-IX)/20
	1170 REM BREEDING (HEREDITY)	360 REM MAIN LOOP	1340 YS=(350-IY)/20
130 READ extreme(N)	1180 FORN=1 TO 9 1190 FORG=1 TO 6	370 prespos=0	1350 FORN=1 TO 20
140 NEXT 150 FORN=1T06	1200 gene(G,N)=gene(G,gridp)	380 GCOL7 390 VDU5	1360 IX+=X8 1370 IY+=YS
160 READ mutate(N)	1210 NEXT	400 MOVE500,692	1380 WAIT
170 NEXT	1220 NEXT	410 PRINT"Generation: ";generations	1390 RECTANGLE FILL IX-XS, IY-YS, 310, 320
180 : 190 REM INITIALLY RANDOM MENAGERIE	1230 GOTO290 1240 END	420 VDU4 430 OFF	TO IX, IY 1400 NEXT
200 FORN=1 TO 9	1250 :	440 PROCmutate	1410 FORN=1 TO 9
210 FORG=1 TO 6 STEP 2	1260 DEFFNR(A,B) 1270 IF A>=B THEN C=A:A=B:B=C	450 FORWY%=160 TO 1023 STEP 350	1420 FORG=1 TO 6
220 gene(G,N)=FNR(extreme(G),extreme(G+1))	1270 IF A>=B THEN C=A:A=B:B=C 1280 =A+RND(1000*(B-A))/1000	460 FOREX%=160 TO 1280 STEP 450 470 prespos+=1	1430 gene(G,N)=gene(G,gridp) 1440 NEXT
230 gene(G+1,N)=FNR(extreme(G),extreme	1290 :	48Ø OX=Ø	1450 NEXT
(G+1))	1300 DEFFROCL(X1,Y1,X2,Y2)	490 OY=0	1460 GOTO370
240 NEXT 250 NEXT	1310 MOVE X1,Y1 1320 DRAW X2,Y2	500 MR=150 510 ORIGIN 0,0	1470 END 1480 :
260 :	1330 string%=string%-SQR((Y2-Y1)^2+(X2-	520 GCOLØ	1490 DEFFNR(A,B)
270 REM MAIN LOOP	X1)^2)	530 IF prespos=5 THEN RECTANGLE FILL 4	1500 IF A>=B THEN SWAP A,B
280 CLS 290 prespos=0	134Ø ENDPROC 135Ø :	60,360,300,300 540 ORIGIN EX%,WY%	1510 =A+RND(1000*(B-A))/1000 1520 :
300 PROCmutate	1360 DEFPROCmutate	550 CCOL7	1530 DEFPROCL(X1,Y1,X2,Y2)
310 FORWY%=160 TO 1023 STEP 350	1370 FORN=1 TO 9	560 string%=maxstring	1540 LINE X1, Y1, X2, Y2
320 FOREX%=160 TO 1280 STEP 450		570 increm=FNR(gene(1,prespos),gene(2,	1550 string%-=SQR((Y2-Y1)^2+(X2-X1)^2)
	1380 IF N=5 THEN N=6 1390 PORG=1 TO 6 STEP 2		
330 prespos=prespos+1 340 OX=0	1390 FORG=1 TO 6 STEP 2	prespos)) 580 angle=0	1560 IFstring%<0 THEN sf%=1 ELSE sf%=0 1570 ENDPROC
330 prespos=prespos+1 340 OX=0 350 OY=0	1390 FORG=1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G) ,mutate(G))	prespos)) 580 angle=0 590 R=0	1560 IFstring%<0 THEN sf%=1 ELSE sf%=0 1570 ENDPROC 1580 :
330 prespos=prespos+1 340 OX=0 350 OY=0 360 MR=150	1390 FORG=1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutat	prespos)) 580 angle=0 590 R=0 600 RPPEAT R+=1	1560 IFstring%<0 THEN sf%=1 ELSE sf%=0 1570 ENDPROC 1580 : 1590 DEFPROCMUTATE
330 prespos=prespos+1 340 OX=0 350 OY=0	1390 FORG=1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G) ,mutate(G))	prespos)) 580 angle=0 590 R=0	1560 IFstring%<0 THEN sf%=1 ELSE sf%=0 1570 ENDPROC 1580 :
330 prespos=prespos+1 340 OX=0 350 OY=0 360 MR=150 370 VDU 29,EX%;WY%; 380 GCLU0,1 390 string%=7500	1390 FORG=1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G) ,mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutat e(G),mutate(G)) 1420 IF gene(G,N)>extreme(G) THEN gene(<pre>prespos)) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anglnc=FRR(gene(3,prespos),gene(4,prespos)) 620 angle+=anglnc</pre>	1560 IPstring%<0 THEN sf%=1 ELSE sf%=0 1570 ENDPROC 1580: 1590 DEFPROCMUTATE 1600 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 G=RMD(3)*2-1
330 prespos=prespos+1 340 OX=0 350 OY=0 360 MR=150 370 VDU 29,EX%;WY%; 380 GCOL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,	1396 FORGel TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G), mutate(G)) 1420 IF gene(G,N)>extreme(G) THEN gene(G,N)=extreme(G) 1430 IF gene(G+1,N) <extreme(g+1) g<="" td="" then=""><td>prespos)) 580 angle=0 590 R=0 600 REFEAT R+=1 610 anginc=FRR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3</td><td>1560 IPstring%-0 THEN sf%=1 ELSE sf%=0 1570 ENDPROC 1580 : 1590 DEFPROCMUTATE 1600 FORN-1 TO 9 1610 IP N-5 THEN N-6 1620 G=RRD(3)*2-1 1630 gene(G,N)++FNN*mutate(G)</td></extreme(g+1)>	prespos)) 580 angle=0 590 R=0 600 REFEAT R+=1 610 anginc=FRR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3	1560 IPstring%-0 THEN sf%=1 ELSE sf%=0 1570 ENDPROC 1580 : 1590 DEFPROCMUTATE 1600 FORN-1 TO 9 1610 IP N-5 THEN N-6 1620 G=RRD(3)*2-1 1630 gene(G,N)++FNN*mutate(G)
330 prespos=prespos+1 340 OX=0 350 OY=0 360 MR=150 370 VDU 29, EX%;WY%; 380 GCCL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0	1390 FORG=1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G) ,mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutat e(G),mutate(G)) 1420 IF gene(G,N)>extreme(G) THEN gene(<pre>prespos)) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anglnc=FRR(gene(3,prespos),gene(4,prespos)) 620 angle+=anglnc</pre>	1560 IPstring%<0 THEN sf%=1 ELSE sf%=0 1570 ENDPROC 1580: 1590 DEFPROCMUTATE 1600 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 G=RMD(3)*2-1
330 prespos=prespos+1 340 OX=0 350 OY=0 360 MR=150 370 VDU 29, XX%; WY%; 380 GCOL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0	1396 FORGel TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)>extreme(G) THEN gene(G,N)=extreme(G) 1430 IF gene(G+1,N) <extreme(g+1) 1440="" c="gene(G,N):gene(G,N)=gene(G+1,N):gene(G+1,N)</td" gene(g+1,n)="extreme(G+1)" gene(g,n)="gene(G+1,N)" if="" then=""><td>prespos)) 580 angle=0 590 R=0 600 REFEAT R+=1 610 anginc=FNR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene</td><td>1560 Farring%-0 THEN af%=1 ELSE af%=0 1570 ENDPROC 1580 : 1590 DEFPROCMUTATE : 1690 DEFPROCMUTATE : 1690 DEFPROCMUTATE : 1690 PORM=1 TO 9 : 1610 IF N=5 THEN N=6 : 1620 Gene(G, N)==FNN*mutate(G) : 1630 gene(G, N)==FNN*mutate(G) : 1650 IF gene(G, N)=extreme(G) THEN gene(G, N)=extreme(G) : 1650 Then gene(G, N)=extreme(G, N)=ext</td></extreme(g+1)>	prespos)) 580 angle=0 590 R=0 600 REFEAT R+=1 610 anginc=FNR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene	1560 Farring%-0 THEN af%=1 ELSE af%=0 1570 ENDPROC 1580 : 1590 DEFPROCMUTATE : 1690 DEFPROCMUTATE : 1690 DEFPROCMUTATE : 1690 PORM=1 TO 9 : 1610 IF N=5 THEN N=6 : 1620 Gene(G, N)==FNN*mutate(G) : 1630 gene(G, N)==FNN*mutate(G) : 1650 IF gene(G, N)=extreme(G) THEN gene(G, N)=extreme(G) : 1650 Then gene(G, N)=extreme(G, N)=ext
330 prespos-prespos+1 340 OX=0 350 OY=0 360 MR=150 370 VDU 29,EX%;WY%; 380 GCCL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)>extreme(G) THEN gene(G,N)=extreme(G) THEN gene(G,N)=extreme(G+1,N)=cxtreme(G+1) THEN gene(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N)=then(G+1,N	<pre>prespos)) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anginc=FMR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=MR(gene(5,prespos),gene (6,prespos))</pre>	1550 IFString%-0 THEN sf%=1 ELSE sf%=0 1570 EMDPROC 1580 : 1590 DEFPROCUMULATE 1600 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 GenRD(3)*2-1 1630 gene (G, N) = F\$NN*mutate (G) 1640 gene (G+1, N) + = F\$NN*mutate (G) 1650 IF gene (G, N) extreme (G) THEN gene (G, N) = xtreme (G, N) = xtreme (G+1) THEN g
330 prespos=prespos+1 340 OX=0 350 OY=0 360 MR=150 370 VDU 29,EX%;WY%; 380 GCCL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos))	1396 FORGel TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)>extreme(G) THEN gene(G,N)=extreme(G) 1430 IF gene(G+1,N) <extreme(g+1) gene(g+1,n)="gene(G+1,N)=gene(G+1,N):gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=ge</td" then=""><td><pre>prespos)) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anginc=FNR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TX=SINRAD(angle)*radius(R)</pre></td><td>1560 Farting%-0 THEN af%=1 ELSE af%=0</td></extreme(g+1)>	<pre>prespos)) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anginc=FNR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TX=SINRAD(angle)*radius(R)</pre>	1560 Farting%-0 THEN af%=1 ELSE af%=0
330 prespos=prespos+1 340 OX=0 350 OY=0 350 OY=0 360 MR=150 370 VDU 29,EX%;WY%; 380 GCOL0,1 390 string%=7500 400 increm=FRR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc	1396 FORGel TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G), mutate(G)) 1420 IF gene(G,N)>extreme(G) THEN gene(G,N)>extreme(G) 1430 IF gene(G,N)>extreme(G+1) THEN gene(G+1,N)=extreme(G+1,N)=then gene(G+1,N)=gene(G+1,N) THEN C=gene(G,N):gene(G,N)=gene(G+1,N) THEN C=gene(G,N):gene(G,N)=gene(G+1,N) THEN C=gene(G,N)=gene(G,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=ge	prespos)) 580 angle=0 590 R=0 600 REFEAT R+=1 510 angle=respos), gene(4, prespos)) 520 angle=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5, prespos), gene (5, prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 PROCL(CX, CY, TX, TY)	1560 Farring%-0 THEN af%=1 ELSE af%=0 1570 ENDPROC 1580 : 1590 DEFPROCMUTATE 1600 FORM=1 TO 9 1610 FN =5 THEN N=6 1620 GenRU(3)*2-1 1630 gene(G,N)+=FNN*mutate(G) 1640 gene(G+1,N)+=FNN*mutate(G) 1650 F gene(G,N)-extreme(G) THEN gene(G,N)=extreme(G) 1650 F gene(G+1,N)-extreme(G+1) THEN gene(G+1,N)=extreme(G+1) (G,N)=extreme(G+1) (G,N)=extreme(G+1) (G,N)-extreme(G+1)
330 prespos=prespos+1 340 OX=0 350 OY=0 360 MR=150 370 VDU 29, EXX;WY%; 380 GCOLØ,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle=3660-(anginc/2) THEN angle	1396 FORGel TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)>extreme(G) THEN gene(G,N)=extreme(G) 1430 IF gene(G+1,N) <extreme(g+1) gene(g+1,n)="gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene</td" then=""><td>prespos)) 580 angle=0 590 R=0 600 REFEAT R+=1 610 anginc=FRR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 660 TX=SURRAD(angle)*radius(R) 670 TX=SURRAD(angle)*radius(R) 680 PROCL(OX,OY,TX,TY) 690 PROCL(OX,OY,TX,TY)</td><td>1560 Farting%-0 THEN af%=1 ELSE af%=0 1570 ENDPROC 1580 FIRE FIRE 1590 DEFPROCHUTATE 1590 DEFPROCHUTATE 1600 FORN-1 TO 9 1610 IF N=5 THEN N=6 1620 G=RRD(3)*2-1 1630 gene(G,N)+FEN*mutate(G) 1640 gene(G,N)+FEN*mutate(G) 1650 IF gene(G,N)-EXTREME(G) 1660 IF gene(G+1,N)+FEN*mutate(G+1) 1670 IF gene(G+1,N) <</td></extreme(g+1)>	prespos)) 580 angle=0 590 R=0 600 REFEAT R+=1 610 anginc=FRR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 660 TX=SURRAD(angle)*radius(R) 670 TX=SURRAD(angle)*radius(R) 680 PROCL(OX,OY,TX,TY) 690 PROCL(OX,OY,TX,TY)	1560 Farting%-0 THEN af%=1 ELSE af%=0 1570 ENDPROC 1580 FIRE FIRE 1590 DEFPROCHUTATE 1590 DEFPROCHUTATE 1600 FORN-1 TO 9 1610 IF N=5 THEN N=6 1620 G=RRD(3)*2-1 1630 gene(G,N)+FEN*mutate(G) 1640 gene(G,N)+FEN*mutate(G) 1650 IF gene(G,N)-EXTREME(G) 1660 IF gene(G+1,N)+FEN*mutate(G+1) 1670 IF gene(G+1,N) <
339 prespos=prespos+1 340 OX=0 350 OY=0 360 MR=150 370 VDU 29.EX%;WY%; 380 GCCL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle>360-(anginc/2) THEN angle 360 470 angle(R)=angle	1396 FORGel TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)>extreme(G) THEN gene(G,N)=extreme(G) 1430 IF gene(G+1,N) <extreme(g+1) gene(g+1,n)="extreme(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+</td" then=""><td>prespos)) 580 angle=0 590 R=0 600 REFEAT R=1 610 anginc=FRR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TX=SURRAD(angle)*radius(R) 670 TX=SURRAD(angle)*radius(R) 680 PROCL(0X,0Y,TX,TY) 690 PROCL(0,0Y,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F</td><td>1560 Farting%-0 THEN af%=1 ELSE af%=0 1570 ENDPROC 1580 : 1590 DEFPROCMUTATE 1590 DEFPROCMUTATE 1590 DEFPROCMUTATE 1590 GERND(3)*2-1 1530 Gene(G,N)=FRM*mutate(G) 1640 Gene(G+1,N)=FRM*mutate(G) 1650 F gene(G,N)=extreme(G) THEN gene(G,N)=extreme(G) 1650 F gene(G+1,N) 1650 F gene(G+1,N) 1650 F gene(G+1,N) 1670 F gene(G+1,N) 1670 F gene(G+1,N) 1680 NEXT 1690 ENDPROC 1700 :</td></extreme(g+1)>	prespos)) 580 angle=0 590 R=0 600 REFEAT R=1 610 anginc=FRR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TX=SURRAD(angle)*radius(R) 670 TX=SURRAD(angle)*radius(R) 680 PROCL(0X,0Y,TX,TY) 690 PROCL(0,0Y,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F	1560 Farting%-0 THEN af%=1 ELSE af%=0 1570 ENDPROC 1580 : 1590 DEFPROCMUTATE 1590 DEFPROCMUTATE 1590 DEFPROCMUTATE 1590 GERND(3)*2-1 1530 Gene(G,N)=FRM*mutate(G) 1640 Gene(G+1,N)=FRM*mutate(G) 1650 F gene(G,N)=extreme(G) THEN gene(G,N)=extreme(G) 1650 F gene(G+1,N) 1650 F gene(G+1,N) 1650 F gene(G+1,N) 1670 F gene(G+1,N) 1670 F gene(G+1,N) 1680 NEXT 1690 ENDPROC 1700 :
330 prespos=prespos+1 340 OX=0 350 OY=0 360 MR=150 370 VDU 29,EX%;WY%; 380 GCOL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 RFPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle=360-(anginc/2) THEN angle =360 470 angle(R)=angle 480 radius(R)=FMR(gene(5,prespos),gene	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G+1) THEN G ene(G+1,N)-wextreme(G+1) THEN G ene(G+1,N)-wextreme(G+1) THEN G ene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anginc=FMR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 FROCL(0X,0Y,TX,TY) 780 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX	1550 IFSTING%-0 THEN SF%=2 ELSE SF%=2 1570 EMDPROC 1580: 1590 EFPROCHMULATE 1600 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 GERMD(3)*2-1 1630 gene(G,N)=FFNN*mulate(G) 1640 gene(G,N)=FFNN*mulate(G) 1650 IF gene(G,N)=xtreme(G) THEN gene(G,N)=xtreme(G,N)=xtreme(G,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N
330 prespos=prespos+1 340 OX=0 350 OY=0 350 OY=0 360 MR=150 370 VDU 29,EX%;WY%; 380 GCOL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle>360-(anginc/2) THEN angle=360 470 angle(R)=FNR(gene(5,prespos),gene(6,prespos))	1396 FORGel TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)>extreme(G) THEN gene(G,N)>extreme(G) THEN gene(G,N)>extreme(G) THEN gene(G+1,N)=xtreme(G+1) THEN Gene(G+1,N)=xtreme(G+1), THEN Gene(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtre	prespos) 580 angle=0 590 R=0 600 REFEAT R+=1 510 anginc=FMR(gene(3,prespos),gene(4,prespos)) 520 angle+anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FMR(gene(5,prespos),gene (5,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TT=SINRAD(angle)*radius(R) 680 PROCL(0X,0Y,TX,TY) 690 PROCL(0X,0Y,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX 720 OX=TX	1560 Farting%-0 THEN af%=1 ELSE af%=0 1570 ENDPROC 1580 : 1590 DEFPROCMUTATE 1600 FORMAL TO 9 1610 FN N=5 THEN N=6 1620 GenRU(3)*2-1 1630 gene(G,N)+=FNN*mutate(G) 1640 gene(G+1,N)+=FNN*mutate(G) 1650 F gene(G,N)-extreme(G) THEN gene(G,N)=extreme(G) 1650 F gene(G+1,N)-extreme(G+1) THEN gene(G+1,N)=extreme(G+1) 1670 F gene(G,N)-gene(G+1,N) THEN SWAP gene(G,N), gene(G+1,N) 1680 NEXT 1690 ENDFROC 1700 : 1710 DEFFNM 1720 HERND(3)-2
330 prespos=prespos+1 340 OX=0 350 OY=2 360 MR=150 370 VDU 29, EXT, WY*; 380 GCCL0, 1 390 string*=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 RFEPAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle>360-(anginc/2) THEN angle=360 470 angle(R)=angle 480 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R)	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) 1430 IF gene(G+1,N)-extreme(G+1) THEN gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 510 anginc=YRR(gene(3,prespos),gene(4,prespos)) 520 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 540 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 670 TY=COSTATE 770 FROCL (0,0,TX,TY) 770 IF angle=360 THEN PROCL(TX,TY,FX,F 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 OR sf%=1	1550 IFSTING%-0 THEN SF%=2 ELSE SF%=2 1570 EMDPROC 1580: 1590 EFPROCHMULATE 1600 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 GERMD(3)*2-1 1630 gene(G,N)=FFNN*mulate(G) 1640 gene(G,N)=FFNN*mulate(G) 1650 IF gene(G,N)=xtreme(G) THEN gene(G,N)=xtreme(G,N)=xtreme(G,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xtreme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N)=xxxxeme(G+1,N
339 prespos=prespos+1 340 OX=0 350 OY=0 350 OY=0 360 MR=150 370 VDU 29,EX%;WY%; 380 GCCL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle>360-(anginc/2) THEN angle =360 470 angle(R)=angle 480 radius(R)=FWR(gene(5,prespos),gene (6,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R)	1396 FORGel TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)>extreme(G) THEN gene(G,N)=extreme(G) 1430 IF gene(G,N)>extreme(G+1) THEN Gene(G+1,N)=extreme(G+1,N)=extreme(G+1,N)=extreme(G+1,N)=extreme(G+1,N)=Gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N)=Gene(G+1,N	prespos) 580 angle=0 590 R=0 600 REFEAT R=1 510 angle=+anginc 620 angle++anginc 630 IF angle=360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5, prespos), gene (6, prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TX=SURRAD(angle)*radius(R) 670 TX=SURRAD(a	1560 Farting%-0 THEN af%=1 ELSE af%=0 1570 ENDPROC 1580 EPPROCMUTATE 1590 DEFPROCMUTATE 1590 DEFPROCMUTATE 1590 GERND(3)*2-1 1630 Gene(G,N)=FEN*mutate(G) 1640 Gene(G+1,N)=FEN*mutate(G) 1650 F gene(G,N)=extreme(G) 1650 F gene(G+1,N)=extreme(G+1) 1670 F gene(G+1,N) < extreme(G+1) 1670 F F GENE(G+1,N) < extreme(G+1) 1670 F F F F F 1710 F F F F 1710 F F F F 1710 F F 1710 F F F 1710 F 1710 F F 1710 F 1
330 prespos=prespos+1 340 OX=9 350 OY=0 360 MR=150 370 VDU 29,EX%;WY%; 380 gCCL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 RFPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle>360-(anginc/2) THEN angle=360 470 angle(R)=angle 480 radius(R)=FMR(gene(5,prespos),gene (5,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 510 FROCL(OX,OY,TX,TY)	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)-extreme(G) THEN gene(G,N)+extreme(G) THEN gene(G,N)-extreme(G+1) THEN Gene(G+1,N)-extreme(G+1) 1440 IF gene(G+1,N)-gene(G+1,N) THEN C=gene(G,N)-gene(G+1,N)-gene(G+1,N)+gene(G+1,N)-gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)+gene(G+1,N)	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anginc=FMR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 PROCL(OX,OY,TX,TY) 690 PROCL(0,0,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNFIL angle=360 CR sf%=1 750 IF sf%=1 THEN GOTO920 760 MAXNER	1550 IFSTING%-0 THEN SF%=2 1570 EMDPROC 1580: 1590 DEFFROCUMULATE 1600 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 GenRD(3)*2-1 1630 gene (G, N) == FNN*mutate (G) 1640 gene (G, N) == FNN*mutate (G) 1650 IF gene (G, N) == FNN*mutate (G, N) == FNN
330 prespos=prespos+1 340 OX=0 350 OY=0 360 MR=150 370 VDU 29,EX%;WY%; 380 GCOL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 RFPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle=360-(anginc/2) THEN angle =360 470 angle(R)=angle 480 radius(R)=FMR(gene(5,prespos),gene (6,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 510 PROCL(DX,DY,TX,TY) 520 PROCL(DX,DY,TX,TY) 530 IF angle=360 THEN PROCL(TX,TY,FX,FY)	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G+1) THEN Gene(G+1,N)-extreme(G+1) THEN Gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anginc=FMR(gene(3,prespos),gene(4,prespos)) 620 angle+sanginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FMR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 FROCL(0X,0Y,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 110 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 OR sf%=1 750 IF sf%=1 THEN GOTOS20 760 MAXM=R 770 OX=0 780 OY=0	1560 IPSTING%-0 THEN sf%=1 ELSE sf%=0 1570 ENDPROC 1580: 1593 DEFFROCIMITATE 1600 FORM-1 TO 9 1610 IF N=5 THEN N=6 1620 GenRD(3)*2-1 1630 gene(G,N)+=FNM*mutate(G) 1640 gene(G,N)+=FNM*mutate(G) 1650 IF gene(G,N)-extreme(G) THEN gene(G,N)=extreme(G) 1650 IF gene(G,N)-extreme(G+1) THEN gene(G,N)=extreme(G+1,N)-extreme(G+1) 1670 IF gene(G,N)-gene(G+1,N) THEN SWAP gene(G,N), gene(G+1,N) 1690 NEXT 1690 ENDPROC 1700 : 1710 DEFFNM 1720 H=RND(3)-2 1730 IF H=0 THEN GOTO1720 1740 =1 1750 : 1760 DATA 15,1.6,100,15,130,2 1770 DATA 0.6,0.6,8,8,8,8
339 prespos=prespos+1 340 OX=0 340 OX=0 350 OY=0 360 MR=150 370 VDU 29, EXT, WT*; 380 GCCL0, 1 390 string*=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 450 IF angle=360-(anginc/2) THEN angle=360 470 angle(R)=angle 480 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 510 FRCCL(OX,OY,TX,TY) 530 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 540 OX=TX	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G+1) THEN Gene(G+1,N)-extreme(G+1) THEN Gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(prespos) 580 angle=0 590 R=0 680 REPEAT R+=1 510 anginc=YRR(gene(3,prespos),gene(4,prespos)) 520 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 680 540 angle(R)=angle 650 radius(R)=YRR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 PROCL(OX,OY,TX,TY) 690 PROCL(OX,OY,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 OR sf%=1 750 IF sf%=1 THEN GOTO920 760 MAXN=R 770 OX=0 780 OY=0 780 OY=0 780 OX=0	1550 IFSTING%-0 THEN SF%=2 1570 EMDPROC 1580: 1590 DEFFROCUMULATE 1600 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 GenRD(3)*2-1 1630 gene (G, N) == FNN*mutate (G) 1640 gene (G, N) == FNN*mutate (G) 1650 IF gene (G, N) == FNN*mutate (G, N) == FNN
339 prespos=prespos+1 340 OX=0 350 OY=0 360 MR=150 370 VDU 29.EX%;WY%; 380 GCCL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle>360-(anginc/2) THEN angle =360 470 angle(R)=angle 480 radius(R)=FWR(gene(5,prespos),gene(6,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 510 FROCL(OX,OY,TX,TY) 520 FROCL(OX,OY,TX,TY) 530 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 540 OX=TX	1396 FORGel TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)>extreme(G) THEN gene(G,N)=extreme(G) 1430 IF gene(G,N)>extreme(G+1) THEN Gene(G+1,N)=extreme(G+1,N)=extreme(G+1) 1440 IF gene(G,N)=gene(G+1,N) THEN Cegene(G,N)=gene(G,N)=gene(G+1,N) THEN Cegene(G,N)=gene(G+1,N)+Gene(G+1,N)=Cegene(G,N)=gene(G+1,N)+Gene(G+1,N)+Gene(G+1,N)+Gene(G+1,N)+Gene(G+1,N)+Gene(G,N)=gene(G,N)=gene(G+1,N)+Gene(G,N)=gene(G,N)=gene(G+1,N)+Gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N)=gene(G,N	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anginc=FMR(gene(3,prespos),gene(4,prespos)) 620 angle+sanginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FMR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 FROCL(0X,0Y,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 110 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 OR sf%=1 750 IF sf%=1 THEN GOTOS20 760 MAXM=R 770 OX=0 780 OY=0	1560 Farting%-0 THEN af%=1 ELSE af%=0 1570 ENDPROC 1580 ESPROCMUTATE 1590 DEFPROCMUTATE 1590 DEFPROCMUTATE 1590 GERND(3)*2-1 1530 Gene(0,N)=FNN*mutate(G) 1640 Gene(0+1,N)=FNN*mutate(G) 1650 F Gene(0,N)=extreme(G) 1650 F Gene(0,N)=extreme(G) 1660 F Gene(0,N)=extreme(G+1) 1670 F Gene(0,N), Gene(0+1,N) 1670 F Gene(0,N), Gene(0+1,N) 1680 NEXT 1690 ENDPROC 1710 DEFFNM 1720 HerRD(3)-2 1730 F He0 THEN GOTO1720 1740 H 1750 1760 DATA 15,1.6,100,15,130,2 1770 DATA 0.5,0.6,8,8,8,8 Listing 4 — WebN8
339 prespos=prespos+1 340 OX=0 336 OY=0 336 OY=0 336 OR=150 370 VDU 29,EX%;WY%; 388 GCCL0,1 399 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1 440 angle=3fNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle=360-(anginc/2) THEN angle=360 470 angle(R)=angle 480 radius(R)=FNR(gene(5,prespos),gene(6,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 510 FROCL(OX,OY,TX,TY) 520 FROCL(OX,OY,TX,TY) 530 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 540 OX=TX 550 OY=TY 560 IF R=1 THEN FX=TX:FY=TY 570 UNTIL angle=360	1396 FORGel TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)>=xtreme(G) THEN gene(G,N)>=xtreme(G) THEN gene(G,N)>=xtreme(G+1) THEN Gene(G+1,N)=xtreme(G+1) THEN Gene(G+1,N)=xtreme(G+1) THEN Gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gene(G+1,N)=gen	prespos) 580 angle=0 590 R=0 600 REFEAT R+=1 510 anginc=FRR(gene(3,prespos),gene(4,prespos)) 520 angle+anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (5,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TT=SINRAD(angle)*radius(R) 680 PROCL(0X,0Y,TX,TY) 690 PROCL(0X,0Y,TX,TY) 690 PROCL(0X,0Y,TX,TY) 770 OX=TX 720 OX=TX 720 OX=TX 720 OX=TX 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 OR sf%=1 750 IF sf%=1 THEN GOTO920 760 MAXM=R 770 OX=0 780 OY=0 780 OY=0 780 OX=0 780 OX=0 880 R=0 880 R=0 881 REPEAT N+=1 820 R+=FNR(gene(1,prespos),gene(2,pres	1560 Farting%-0 THEN af%=1 ELSE af%=0 1570 ENDPROC 1580 : 1590 DEFPROCMUTATE 1600 FORM-1 TO 9 1610 F N=5 THEN N=6 1620 G=RMD(3)*2-1 1630 gene(G,N)+=FNN*mutate(G) 1640 gene(G+1,N)+=FNN*mutate(G) 1650 F gene(G+1,N)-extreme(G+1) THEN gene(G,N)=extreme(G) 1650 F gene(G+1,N)-extreme(G+1) THEN gene(G+1,N)=extreme(G+1) 1670 F gene(G+1,N)-extreme(G+1) THEN gene(G+1,N)=extreme(G+1) 1670 F gene(G+1,N)-extreme(G+1) 1690 NEXT 1690 NEXT 1690 ENDPROC 1700 F Gene(G+1,N) 1740 F H=0 THEN GOTO1720 1740 F H=0 THEN
330 prespos=prespos+1 340 OX=9 350 OY=0 360 MR=150 370 VDU 29,EX%;WY%; 380 gCCL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle-anginc 460 IF angle>360-(anginc/2) THEN angle =360 470 angle(R)=angle 480 radius(R)=FRR(gene(5,prespos),gene (6,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 510 FROCLI(OX,OY,TX,TY) 530 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 540 OX=TX 550 OX=TX 550 OX=TY 550 IF R=1 THEN FX=TX:FY=TY 570 UNTIL angle=360 580 MAXNER	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G+1) THEN gene(G+1,N)-extreme(G+1) THEN Gene(G+1,N)-extreme(G+1) THEN Gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-g	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anginc=FMR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 PROCL(0X,0Y,TX,TY) 690 PROCL(0X,0Y,TX,TY) 690 PROCL(0X,0Y,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 OR sf%=1 750 IF sf%=1 THEN GOTO920 760 MAXN=R 770 OX=0 780 OY=0 780 OY=0 780 OY=0 800 R=0 810 REPEAT N+=1 820 R+=FNR(gene(1,prespos),gene(2,prespos))	1560 IFSTING%-0 THEN SF%=0 1570 EMDPROC 1580: 1590 DEFPROCMUTATE 1600 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 GenRD(3)*2-1 1630 gene (G, N) = FNN*mutate (G) 1640 gene (G, N) = FNN*mutate (G) 1650 IF gene (G, N) = WHIN*mutate (G) 1650 IF gene (G, N), gene (G+1, N) THEN SWAP gene (G, N), gene (G+1, N) 1670 IF gene (G, N), gene (G+1, N) 1680 NEXT 1690 EMDPROC 1700 IF = WHIN GOTO1720 1740 HERND (3) - 2 1770 DATA 0.6, 0.6, 8, 8, 8, 8 Listing 4 — WebN8 10 REM Webn8 20 REM Spiders web generator 30 REM (Matural selection)
339 prespos=prespos+1 340 OX=0 350 OY=0 350 OY=0 360 MR=150 370 VDU 29, EXX;WY*; 380 GCCL0,1 390 string**7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 RFEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 450 if angle=360-(anginc/2) THEN angle=360 470 angle(R)=angle 480 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 510 PROCL(OX,OY,TX,TY) 530 If angle=360 THEN PROCL(TX,TY,FX,F Y) 540 OX=TX 550 OY=TY 550 IF R=1 THEN FX=TX;FY=TY 570 UNTIL angle=360 580 MAXN=R 590 OX=0	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G+1) THEN Gene(G+1,N)-extreme(G+1) THEN Gene(G+1,N)-extreme(G+1) THEN Gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)	prespos) 580 angle=0 590 R=0 680 REPEAT R+=1 510 anginc=FMR(gene(3,prespos),gene(4,prespos)) 520 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 680 640 angle(R)=angle 650 radius(R)=FMR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 FROCL(OX,OY,TX,TY) 690 FROCL(OX,OY,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 OR sf%=1 750 IF sf%=1 THEN GOTO920 760 MAXN=R 770 OX=0 780 OY=0 790 N=0 880 R=0 810 REPEAT N+=1 820 R+=FNR(gene(1,prespos),gene(2,prespos)) 830 IF N=MAXN THEN N=1	1560 Farting%-0 THEN af%=1 ELSE af%=0 1570 ENDPROC 1580 I 1590 DEFFROCINITATE 1600 FORM=1 TO 9 1610 I N=5 THEN N=6 1620 GenRD(3)*2-1 1630 gene(G,N)+=FNN*mutate(G) 1640 gene(G,N)+=FNN*mutate(G) 1650 I gene(G,N)+=FNN*mutate(G) 1650 I gene(G,N)+=FNN*mutate(G) 1650 I gene(G,N)+=FNN*mutate(G) 1660 I gene(G,N)+=FNN*mutate(G) 1670 I Gene(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G) 1670 I Gene(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutate(G,N)+=FNN*mutat
330 prespos=prespos+1 340 OX=0 350 OY=0 360 MR=150 370 VDU 29, EXT;WT; 380 GCCL0,1 390 string**7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 RFEPAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle=360-(anginc/2) THEN angle=360 470 angle(R)=angle 480 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 510 FRCCL(G,0,TX,TY) 530 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 540 OX=TX 550 OY=TY 550 EF R=1 THEN FX=TX:FY=TY 570 UNTIL angle=360 580 MANN=R 590 OX=0 600 OY=0 610 N=0	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G,N), seque(G,N)+FNR(-mutate(G), mutate(G)) 1420 IF gene(G,N), extreme(G) THEN gene(G,N), extreme(G) THEN gene(G,N), extreme(G) THEN gene(G,N), extreme(G+1). THEN Gene(G+1,N), extreme(G+1). THEN Gene(G+1,N), seque(G+1,N), gene(G+1,N), gene(G+1,	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 510 anginc=FMR(gene(3,prespos),gene(4,prespos)) 520 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FMR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 FROCL(0X,0Y,TX,TY) 690 FROCL(0,0,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 OR sf%=1 750 IF sf%=1 THEN GOTO920 760 MAXN=R 770 OX=0 780 OY=0 980 OX=0 880 R=0 880 R=0 810 REPEAT N+=1 820 R=FMR(gene(1,prespos),gene(2,pres pos)) 830 IF N-MAXN THEN N=1 840 X=COSRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R	1560 IFSTING%-0 THEN SF%=0 1570 EMDPROC 1580: 1590 DEFPROCMUTATE 1600 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 GenRD(3)*2-1 1630 gene (G, N) = FNN*mutate (G) 1640 gene (G, N) = FNN*mutate (G) 1650 IF gene (G, N) = WHIN*mutate (G) 1650 IF gene (G, N), gene (G+1, N) THEN SWAP gene (G, N), gene (G+1, N) 1670 IF gene (G, N), gene (G+1, N) 1680 NEXT 1690 EMDPROC 1700 IF = WHIN GOTO1720 1740 HERND (3) - 2 1770 DATA 0.6, 0.6, 8, 8, 8, 8 Listing 4 — WebN8 10 REM Webn8 20 REM Spiders web generator 30 REM (Matural selection)
339 prespos=prespos+1 340 OX=0 336 OY=0 336 OY=0 336 OR=159 370 VDU 29,EX%;WY%; 388 GCCL0,1 399 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle=360-(anginc/2) THEN angle=360 470 angle(R)=angle 480 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 510 FROCL(OX,OY,TX,TY) 520 FROCL(OX,OY,TX,TY) 530 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 540 OX=TX 550 OY=TY 550 IF R=1 THEN FX=TX:FY=TY 550 UNTIL angle=360 588 MAXN=R 590 OX=0 600 OY=0 610 N=0 620 R=0	1396 FORGel TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)>extreme(G) THEN gene(G,N)=extreme(G) 1430 IF gene(G+1,N) <extreme(g+1) =="" gene(g+1,n)="gene(G+1,</td" then=""><td>prespos)) 580 angle=0 590 R=0 600 REFEAT R+=1 510 anginc=FRR(gene(3,prespos),gene(4,prespos)) 520 angle+anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (5,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 PROCL(0X,0Y,TX,TY) 690 PROCL(0X,0Y,TX,TY) 690 PROCL(0X,0Y,TX,TY) 700 UF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 CX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 CR sf%=1 750 IF sf%=1 THEN GOTO920 760 MAXN=R 770 OX=0 780 OY=0 780 OY=0 780 OY=0 780 R=PSTR(gene(1,prespos),gene(2,prespos)) 830 IF N=MAXN THEN N=1 840 X=COSRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 IF N=Addius(N) THEN UNTILR>radius(</td><td>1560 IPSTING%-0 THEN sf%=1 ELSE sf%=0 1570 ENDPROC 1580: 1590 DEFPROCMUTATE 1600 FORM-1 TO 9 1610 IP N=5 THEN N=6 1620 G=RND(3)*2-1 1630 gene(G,N)+=FNM*mutate(G) 1640 gene(G,N)+=FNM*mutate(G) 1650 IF gene(G,N)-pSTMENG(G) THEN gene(G,N)=extreme(G) 1650 IF gene(G,N)-extreme(G+1) THEN gene(G,N)=extreme(G+1,N)-extreme(G+1) THEN gene(G,N)-gene(G,N), gene(G+1,N) THEN SWAP gene(G,N), gene(G+1,N) 1690 NEXT 1690 ENDFROM 1740 EBDPROC 1740 = H 1750: 1760 DATA 15,1.6,100,15,130,2 1770 DATA 0.6,0.6,8,8,8,8 Listing 4 — WebN8 10 REM Webn8 20 REM Spiders web generator 30 REM (Natural selection) 40 REM by Mathew Tizard 50 REM for B/B/M/C/E 60 REM (O) BAU October 1992 78 :</td></extreme(g+1)>	prespos)) 580 angle=0 590 R=0 600 REFEAT R+=1 510 anginc=FRR(gene(3,prespos),gene(4,prespos)) 520 angle+anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (5,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 PROCL(0X,0Y,TX,TY) 690 PROCL(0X,0Y,TX,TY) 690 PROCL(0X,0Y,TX,TY) 700 UF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 CX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 CR sf%=1 750 IF sf%=1 THEN GOTO920 760 MAXN=R 770 OX=0 780 OY=0 780 OY=0 780 OY=0 780 R=PSTR(gene(1,prespos),gene(2,prespos)) 830 IF N=MAXN THEN N=1 840 X=COSRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 IF N=Addius(N) THEN UNTILR>radius(1560 IPSTING%-0 THEN sf%=1 ELSE sf%=0 1570 ENDPROC 1580: 1590 DEFPROCMUTATE 1600 FORM-1 TO 9 1610 IP N=5 THEN N=6 1620 G=RND(3)*2-1 1630 gene(G,N)+=FNM*mutate(G) 1640 gene(G,N)+=FNM*mutate(G) 1650 IF gene(G,N)-pSTMENG(G) THEN gene(G,N)=extreme(G) 1650 IF gene(G,N)-extreme(G+1) THEN gene(G,N)=extreme(G+1,N)-extreme(G+1) THEN gene(G,N)-gene(G,N), gene(G+1,N) THEN SWAP gene(G,N), gene(G+1,N) 1690 NEXT 1690 ENDFROM 1740 EBDPROC 1740 = H 1750: 1760 DATA 15,1.6,100,15,130,2 1770 DATA 0.6,0.6,8,8,8,8 Listing 4 — WebN8 10 REM Webn8 20 REM Spiders web generator 30 REM (Natural selection) 40 REM by Mathew Tizard 50 REM for B/B/M/C/E 60 REM (O) BAU October 1992 78 :
330 prespos=prespos+1 340 OX=9 350 OY=0 360 MR=150 370 VDU 29, EXT, WTW; 380 gCCL0, 1 390 string**-7500 400 increm=FNR(gene(1,prespos), gene(2, prespos)) 410 angle=0 420 R=0 430 RFPEAT R=R+1 440 anginc=FNR(gene(3,prespos), gene(4, prespos)) 450 angle=angle+anginc 460 IF angle>360-(anginc/2) THEN angle =360 470 angle(R)=angle 480 radius(R)=FRR(gene(5,prespos), gene (6,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 510 FROCL(OX,OY,TX,TY) 530 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 540 OX=TX 550 OY=TY 550 IF R=1 THEN FX=TX:FY=TY 570 UNTIL angle=360 580 MANNRR 590 OX=0 600 OY=0 610 N=0 620 R=0 610 REPEAT N=N+1	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(H-1,N)+FNR(-mutate(G), mutate(G)) 1420 IF gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) 1430 IF gene(G+1,N)-extreme(G+1) THEN gene(G+1,N)-extreme(G+1) THEN Gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-g	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anginc=FMR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 PROCL(OX,OY,TX,TY) 690 PROCL(OX,OY,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNFIL angle=360 OR sf%=1 750 IF sf%=1 THEN GOTO920 750 MAXN=R 770 OX=0 750 MAXN=R 770 OX=0 750 N=0 800 R=0 810 REPEAT N+=1 820 R+=FNR(gene(1,prespos),gene(2,pres pos)) 830 IF N>MAXN THEN N=1 840 X=COSRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 860 IF R>radius(N) THEN UNTILR>radius(N);COOO308	1560 IFSTING%-0 THEN SF%=0 1570 EMDPROC 1580: 1590 DEFFROCUNTATE 1600 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 GenRO(3)*2-1 1630 gene (G, N) = FNN*mutate (G) 1640 gene (G, N) = FNN*mutate (G) 1640 gene (G, N) = FNN*mutate (G) 1650 IF gene (G, N) = extreme (G) THEN gene (G, N) = extreme (G) 1660 IF gene (G, N), (extreme (G+1) THEN gene (G+1, N) = extreme (G+1) THEN gene (G+1, N) = extreme (G+1) THEN gene (G+1, N) = extreme (G+1, N) THEN SWAP gene (G, N), gene (G+1, N) THEN SWAP gene (G, N), gene (G+1, N) 1690 NEXT 1690 ENDPROC 1700 IF gene (G, N), Gene (G+1, N) THEN SWAP gene (G, N), gene (G+1, N) 1720 HENDROC 1740 IF 1900 THEN GOTO1720 1740 IF 1900 THEN GOTO1720 1740 IF 1900 THEN GOTO1720 1740 DATA 15, 1, 6, 100, 15, 130, 2 1770 DATA 0.5, 0.6, 8, 8, 8, 8 Listing 4 — WebN8 10 REM Webn8 20 REM Spiders web generator 30 REM (Natural selection) 40 REM by Mathew Tizard 50 REM (T) BM October 1992 70 : 80 MODE@:VDU23, 8202, 9; 6, 6,
330 prespos=prespos+1 340 OX=9 350 OY=0 360 MR=150 370 VDU 29.EX%;WY%; 380 gCCL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle-anginc 460 IF angle=360-(anginc/2) THEN angle =360 470 angle(R)=angle 480 radius(R)=FMR(gene(5,prespos),gene (6,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 510 FROCL(0,0,TX,TY) 530 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 540 OX=TX 550 OX=TY 550 OX=TY 560 IF R=1 THEN FX=TX:FY=TY 570 UNTIL angle=360 580 MAXNRR 590 OX=0 600 OX=0 610 N=0 620 R=0 630 REPEAT N=N+1 640 R=R*Increme 650 IF N.MAXN THEN N=1	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) 1430 IF gene(G+1,N)-extreme(G+1) THEN Gene(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anginc=FMR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 60 640 angle(R)=angle 650 radius(R)=FMR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 660 TX=COSRAD(angle)*radius(R) 660 FROCL(0X,0Y,TX,TY) 700 IF angle>360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle>360 OR sf%=1 750 IF sf%=1 THEN GOTO920 760 MAXM=R 770 OX=0 780 OY=0 780 OY=0 780 OY=0 800 R=0 810 REPEAT N+=1 820 R+=FMR(gene(1,prespos),gene(2,prespos)) 830 IF N>MAXN THEN N=1 840 X=COSRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 IF R>radius(N) THEN UNTILR>radius(N):OCTO930 870 IF R>radius(N) THEN UNTILR>radius(N):OCTO930 870 IF R>radius(N) THEN UNTILR>radius(N):OCTO930	1560 IPSTING%-0 THEN sf%=1 ELSE sf%=0 1570 ENDPROC 1580: 1590 DEFPROCMUTATE 1600 FORM-1 TO 9 1610 IP N=5 THEN N=6 1620 G=RND(3)*2-1 1630 gene(G,N)+=FNM*mutate(G) 1640 gene(G,N)+=FNM*mutate(G) 1650 IF gene(G,N)-pSTMENG(G) THEN gene(G,N)=extreme(G) 1650 IF gene(G,N)-extreme(G+1) THEN gene(G,N)=extreme(G+1,N)-extreme(G+1) THEN gene(G,N)-gene(G,N), gene(G+1,N) THEN SWAP gene(G,N), gene(G+1,N) 1690 NEXT 1690 ENDFROM 1740 EBDPROC 1740 = H 1750: 1760 DATA 15,1.6,100,15,130,2 1770 DATA 0.6,0.6,8,8,8,8 Listing 4 — WebN8 10 REM Webn8 20 REM Spiders web generator 30 REM (Natural selection) 40 REM by Mathew Tizard 50 REM for B/B/M/C/E 60 REM (O) BAU October 1992 78 :
339 prespos=prespos+1 340 OX=0 340 OX=0 350 OY=2 360 MR=150 370 VDU 29, EXT;WT; 380 GCCL0,1 390 string**7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 450 if angle=angle+anginc 450 angle=angle 470 angle(R)=angle 470 Angle 470 OX=TX 570 OX=T	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G+1,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) 1430 IF gene(G+1,N)-extreme(G+1) THEN gene(G+1,N)-extreme(G+1) THEN Gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 510 anginc=YRR(gene(3,prespos),gene(4,prespos)) 520 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=ZNR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 PROCL(0X,0Y,TX,TY) 690 PROCL(0X,0Y,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 OR sf%=1 750 IF sf%=1 THEN GOTO920 760 MAXN=R 770 OX=0 780 OY=0 780 OY=0 780 OY=0 800 R=0 810 REPEAT N+=1 820 R+=FNR(gene(1,prespos),gene(2,pres pos)) 830 IF N-MAXN THEN N=1 840 X=COSRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 Y=SINRAD(angle(N))*T 860 IF R>radius(N) THEN UNTILR>radius(N):GOTO930 870 IF R>radius(N) THEN UNTILR>radius(N):GOTO930 880 PROCL(OX,OY,X,Y)	1560 IPSTING%-0 THEN sf%=2 ELSE sf%=2 1570 EMDPROC 1580 : 1590 DEFFROCINITATE 1690 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 GenRO(3)*2-1 1630 gene(G,N)+=FNN*mutate(G) 1640 gene(G,N)+=FNN*mutate(G) 1650 IF gene(G,N)-extreme(G) THEN gene(G,N)=extreme(G) 1650 IF gene(G,N), oextreme(G) THEN gene(G,N)=extreme(G+1) 1670 IF gene(G,N), gene(G+1,N) THEN SWAP gene(G+1,N)=extreme(G+1) 1690 IF gene(G,N), gene(G+1,N) 1690 MEXT 1690 EMDPROC 1700 IF gene(G,N), gene(G+1,N) 1710 DEFFNM 1720 H=RND(3)-2 1730 IF H=0 THEN GOTO1728 1740 H 1750 IF H=0 THEN GOTO1728 1740 DATA 0.6,0.6,8,8,8,8 Listing 4 — WebN8 10 REM WebN8 20 REM Spiders web generator 30 REM (Natural selection) 40 REM by Mathew Tizard 50 REM (TO BAU October 1992 70 SEM (C) BAU October 1992 70 SEM MODE®: VDU23;8202;0;0;0; 90 VDU19,1,6,0,0,0 100 PRINT*Initialising"
330 prespos=prespos+1 340 OX=9 350 OY=0 360 MR=150 370 VDU 29,EX%;WY%; 380 GCOL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 RFPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle=angle+anginc 460 IF angle(R)=angle 480 radius(R)=FMR(gene(5,prespos),gene (6,prespos)) 490 TX=SINRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 500 OX=TX 500 OX=TX 500 OX=TX 500 OX=TX 500 OX=TX 500 OX=0 600 OY=0 610 N=0 620 R=0 630 RFPEAT N=N+1 660	1396 FORG-1 TO 6 STEP 2 1400 gene (G, N)=gene (G, N)+FNR(-mutate (G), mutate (G)) 1410 gene (G+1, N)=gene (G+1, N)+FNR(-mutate (G), mutate (G)) 1420 IF gene (G, N)-extreme (G) THEN gene (G, N)=extreme (G) THEN gene (G, N)=extreme (G) THEN gene (G+1, N)-extreme (G+1) 1440 IF gene (G, N)-gene (G+1, N) THEN C=ge ne (G, N):gene (G, N)=gene (G+1, N) THEN C=ge ne (G, N):gene (G, N)=gene (G+1, N) THEN C=ge ne (G, N):gene (G, N)=gene (G+1, N) THEN C=ge ne (G, N):gene (G, N)=gene (G+1, N) THEN C=ge ne (G, N):gene (G, N)=gene (G+1, N):gene (G+1, N):gen	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anglnc=FWR(gene(3,prespos),gene(4,prespos)) 620 angle+sanginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=sngle 650 radius(R)=FWR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 660 TX=COSRAD(angle)*radius(R) 660 TX=COSRAD(angle)*radius(R) 660 FROCL(0,0,TX,TX) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 OR sf%=1 750 IF sf%=1 THEN GCTO920 760 MAXN=R 770 OX=0 780 OY=0 780 OY=0 800 R=0 810 REPEAT N+=1 820 R+=FWR(gene(1,prespos),gene(2,pres pos)) 830 IF N-MAXN THEN N=1 840 X=COSRAD(angle(N))*R 850 IF N-FAMINATION UNTILR>radius(N):GCTO930 870 IF R> radius(N) THEN UNTILR>radius(N):GCTO930 880 PROCL(OX,OY,X,Y) 890 OX=X	1550 IFSTING%-0 THEN SF%=0 1570 EMDPROC 1580: 1590 DEFPROCMUTATE 1600 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 GeRMD(3)*2-1 1630 gene (G, N) = FNN*mutate (G) 1640 gene (G, N) = FNN*mutate (G) 1650 IF gene (G, N) = FNN*mutate (G) 1650 IF gene (G, N) = KN*m*mutate
339 prespos=prespos+1 340 OX=0 340 OX=0 350 OY=2 360 MR=150 370 VDU 29, EXT;WT; 380 GCCL0,1 390 string**7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 450 if angle=angle+anginc 450 angle=angle 470 angle(R)=angle 470 Angle 470 OX=TX 570 OX=T	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G+1,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) 1430 IF gene(G+1,N)-extreme(G+1) THEN gene(G+1,N)-extreme(G+1) THEN Gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 510 anginc=YRR(gene(3,prespos),gene(4,prespos)) 520 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=ZNR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 PROCL(0X,0Y,TX,TY) 690 PROCL(0X,0Y,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 OR sf%=1 750 IF sf%=1 THEN GOTO920 760 MAXN=R 770 OX=0 780 OY=0 780 OY=0 780 OY=0 800 R=0 810 REPEAT N+=1 820 R+=FNR(gene(1,prespos),gene(2,pres pos)) 830 IF N-MAXN THEN N=1 840 X=COSRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 Y=SINRAD(angle(N))*T 860 IF R>radius(N) THEN UNTILR>radius(N):GOTO930 870 IF R>radius(N) THEN UNTILR>radius(N):GOTO930 880 PROCL(OX,OY,X,Y)	1560 IPSTING%-0 THEN SF%=1 ELSE SF%=0 1570 ENDPROC 1580: 1590 DEFPROCIMITATE 1600 FORM-1 TO 9 1610 IF N=5 THEN N=6 1620 GERMO(3)*2-1 1630 gene(G,N)+=FNN*mutate(G) 1640 gene(G,N)+=FNN*mutate(G) 1640 gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G+1) THEN gene(G+1,N)=extreme(G+1) THEN gene(G+1,N)=formitation in the swap gene(G,N), gene(G+1,N)=formitation in the swap gene(G,N), gene(G+1,N)=formitation in the swap gene(G,N), gene(G+1,N)=formitation in the swap gene generator in the swap gene
330 prespos=prespos+1 340 OX=9 360 MR=150 370 VDU 29, EXT, WTY, 380 gCCL0,1 390 string*=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle>360-(anginc/2) THEN angle =360 470 angle(R)=angle 480 radius(R)=FRR(gene(5,prespos),gene (6,prespos)) 490 TX=SINRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 510 FROCLIOX,OY,TX,TY) 530 IF angle=360 THEN PROCLITX,TY,FX,F Y) 540 OX=TX 550 OY=TY 550 IF R=1 THEN FX=TX:FY=TY 570 UNTIL angle=360 580 MANNAR 590 OX=0 600 OY=0 610 N=0 620 R=0 630 REPEAT N=N+1 660 X=COSRAD(angle)N)*R 670 Y=SIRRAD(angle)N)*R 670 Y=SIRRAD(angle(N))*R 670 FSCCLIOX,OY,X,Y)	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anginc=FMR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 660 TX=COSRAD(angle)*radius(R) 660 PROCL(0x,0Y,TX,TY) 690 PROCL(0x,0Y,TX,TY) 690 PROCL(0x,0Y,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 OR sf%=1 750 IF sf%=1 THEN GOTO920 760 MAXN=R 770 OX=0 780 OY=0 780 OY=0 780 OY=0 780 OY=0 800 R=0 810 REPEAT N+=1 820 R+=FNR(gene(1,prespos),gene(2,prespos)) 831 IF N=MAXN THEN N=1 840 X=COSRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 860 IF R>=adius(N) THEN UNTILR>radius(N):GOTO930 870 IF R>=adius(N) THEN UNTILR>radius(N):GOTO930 880 PROCL(OX,OY,X,Y) 890 OY=Y 910 UNTIL Sf%=1 920 string%=0	1560 IFSTING%-0 THEN SF%=1 ELSE SF%=0 1570 EMDPROC 1580: 1590 DEFPROCMUTATE 1600 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 GenRO(3)*2-1 1630 gene (G, N) = FINN*mutate (G) 1640 gene (G, N) = FINN*mutate (G) 1650 IF gene (G, N) = KTYNN*mutate (G) 1650 IF gene (G, N), Gene (G+1, N) THEN GENE (G, N), Gene (G+1, N) THEN GENE (G, N), Gene (G+1, N) 1650 INSUT 1650 INSUT 1650 INSUT 1650 INSUT 1760
330 prespos=prespos+1 340 OX=0 340 OX=0 350 OY=0 360 MR=150 370 VDU 29, EXX;WY*; 380 GCCL0,1 390 string**7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 RFEPAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle=360-(anginc/2) THEN angle=360 470 angle(R)=angle 480 radius(R)=FNR(gene(5,prespos),gene (6,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 510 PROCL(OX,OY,TX,TY) 530 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 540 OX=TX 550 OY=TY 550 IF R=1 THEN FX=TX:FY=TY 570 UNTIL angle=360 580 MAXN=R 590 OY=0 600 OY=0 610 N=0 620 R=0 630 REPEAT N=N+1 640 R=R+Increm 650 IF N=NAMAN THEN N=1 660 X=COSRAD(angle(N))*R 670 Y=SINRAD(angle(N))*R 670 Y=SINRAD(angle(N))*R 670 Y=SINRAD(angle(N))*R 670 TS-radius(N) THEN UNTILR>radius(N):GOTO 730 630 FROCL(OX,OY,X,Y) 780 OX=X	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)=sextreme(G) THEN gene(G,N)=sextreme(G) 1430 IF gene(G+1,N)	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 510 anginc=YRR(gene(3,prespos),gene(4,prespos)) 520 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=RRR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 670 TY=SINRAD(angle)*radius(R) 680 PROCL(0X,0Y,TX,TY) 690 PROCL(0X,0Y,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 OR sf%=1 750 IF sf%=1 THEN GOTO920 760 MANN=R 770 OX=0 760 OY=0 760 OY=0 760 OY=0 760 OY=0 800 R=0 810 REPEAT N+=1 820 R+=FNR(gene(1,prespos),gene(2,pres pos)) 830 IF N>MAXN THEN N=1 840 X=COSRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 FS-TANGAD(angle(N))*R 850 FS-TSINRAD(angle(N))*R 850 FS-TSINRAD(angle(N))*THEN UNTILR>radius(N):GOTO930 870 IF R>radius(N) THEN UNTILR>radius(N):GOTO930 870 OY=Y 970 UNTIL sf%=1 920 String%=0 930 GOOL4,0	1560 IPSTING%-0 THEN SF%=1 ELSE SF%=0 1570 ENDPROC 1580: 1590 DEFFROCMUTATE 1600 FORM-1 TO 9 1610 IF N=5 THEN N=6 1620 GenRD(3)*2-1 1630 gene(G,N)+=FNM*mutate(G) 1640 gene(G,N)+=FNM*mutate(G) 1640 gene(G,N)+=FNM*mutate(G) 1650 IF gene(G,N)-extreme(G) THEN gene(G,N)=extreme(G) 1650 IF gene(G,N)-(extreme(G) THEN gene(G,N), gene(G+1,N) THEN SWAP gene(G,N), gene(G+1,N) 1690 NEXT 1690 ENDPROC 1700 IF STENDEROC 1700 IF STENDEROC 1700 IF STENDEROC 1710 DEFFNM 1720 HERND(3)-2 1730 IF H=0 THEN GOTO1720 1740 H 1750 IF STENDEROC 1700 DATA 0.6,0.6,8,8,8,8 Listing 4 — WebN8 10 REM Webn8 20 REM Spiders web generator 30 REM (Natural selection) 40 REM by Mathew Tizard 50 REM (Natural selection) 40 REM by Mathew Tizard 50 REM (Natural selection) 40 REM by Mathew Tizard 50 REM (D BAU October 1992 70 IF STENDEROC 100 PRINT*Initialising" 110 maxstring=8000 120 generations=0 130 DIM radius(140),angle(140),ratio(9) 140 DIM gene(6,9),extreme(6),mutate(6) 150 FORM=1TO6
339 prespos=prespos+1 340 OX=0 340 OX=0 360 MR=150 370 VDU 29, EXT;WT; 380 GCCL0,1 390 string**7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 RFEPAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle=360-(anginc/2) THEN angle=360 470 angle(R)=angle 480 radius(R)=FNR(gene(5,prespos),gene (5,prespos)) 490 TX=COSRAD(angle)*radius(R) 500 TY=SINRAD(angle)*radius(R) 510 PROCL(OX,OY,TX,TY) 530 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 540 OX=TX 550 OY=TY 550 DY=TY 570 UNTIL angle=360 580 MANN=R 590 OX=0 680 OY=0 610 N=0 620 R=0 630 REPEAT N=N+1 640 R=R*increm 650 IF N=MANN THEN N=1 650 X=COSRAD(angle(N))*R 670 Y=SINRAD(angle(N))*R 670 Y=SINRAD(angle(N))*R 670 Y=SINRAD(angle(N))*R 670 Y=SINRAD(angle(N))*R 670 T=SINRAD(angle(N))*R	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G,N)+FNR(-mutate(G)) 1420 IF gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-extreme(G+1,N)-e	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 510 anginc=FMR(gene(3,prespos),gene(4,prespos)) 520 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FMR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 670 TX=SINRAD(angle)*radius(R) 680 FROCL(0X,0Y,TX,TY) 690 FROCL(0,0,TX,TY) 700 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 710 OX=TX 720 OY=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle=360 OR sf%=1 750 IF sf%=1 THEN GOTO920 760 MXN=R 770 OX=0 760 OY=0 780 OY=0 780 OY=0 880 R=0 810 REPEAT N+=1 820 R==FMR(gene(1,prespos),gene(2,pres pos)) 830 IF N=MAXN THEN N=1 840 X=COSRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 Y=SINRAD(angle(N))*THEN UNTILR>radius(N):GOTO930 880 FROCL(OX,OY,X,Y) 890 OX=X 990 OX=Y 910 UNTIL sf%=1 920 string%=0 930 GCOL4,0 940 T=0 950 FOR flies=1 TO 1000	1560 IFSTING%-0 THEN SF%=1 ELSE SF%=0 1570 ENDPROC 1580: 1590 DEFPROCMUTATE 1600 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 GenRO(3)*2-1 1630 gene (G, N) +=FNN*mutate (G) 1640 gene (G+1, N) +=FNN*mutate (G) 1640 gene (G+1, N) +=FNN*mutate (G) 1650 IF gene (G, N) >=extreme (G) THEN gene (G, N) =extreme (G, N) =extreme (G, N) =extreme (G+1) THEN gene (G+1, N) =extreme (G+1) THEN gene (G+1, N) =extreme
336 prespos=prespos+1 346 OX=0 350 OY=0 360 MR=150 370 VDU 29.EX%;WY%; 386 GCCL0,1 390 string%=7500 400 increm=FNR(gene(1,prespos),gene(2,prespos)) 410 angle=0 420 R=0 430 REPEAT R=R+1 440 anginc=FNR(gene(3,prespos),gene(4,prespos)) 450 angle=angle+anginc 460 IF angle=360-(anginc/2) THEN angle =360 470 angle(R)=angle 480 radius(R)=FMR(gene(5,prespos),gene (6,prespos)) 490 TX=COSRAD(angle)*radius(R) 590 TY=SINRAD(angle)*radius(R) 510 PROCL(OX,OY,TX,TY) 520 PROCL(OX,OY,TX,TY) 530 IF angle=360 THEN PROCL(TX,TY,FX,F Y) 540 OX=TX 550 OX=0 550 FR=1 THEN FX=TX:FY=TY 570 UNTIL angle=360 580 MANN=R 590 OX=0 600 OY=0 610 N=0 620 R=0 630 REPEAT N=N+1 640 R=R+1hcrene 650 IF N.MAXN THEN N=1 660 X=COSRAD(angle(N))*R 670 Y=SIRRAD(angle(N))*R 670 Y=SIRRAD(angle(N))*R 670 Y=SIRRAD(angle(N))*R 670 Y=SIRRAD(angle(N))*R 670 Y=SIRRAD(angle(N))*R 670 Y=SIRRAD(angle(N))*R 670 PROCL(OX,OY,X,Y) 7700 OX=X 7110 OY=Y	1396 FORG-1 TO 6 STEP 2 1400 gene(G,N)=gene(G,N)+FNR(-mutate(G), mutate(G)) 1410 gene(G+1,N)=gene(G+1,N)+FNR(-mutate(G)) 1420 IF gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) THEN gene(G,N)-extreme(G) 1430 IF gene(G,N)-extreme(G+1) THEN G ene(G+1,N)-extreme(G+1) THEN G ene(G+1,N)-extreme(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,N)-gene(G+1,	prespos) 580 angle=0 590 R=0 600 REPEAT R+=1 610 anginc=FMR(gene(3,prespos),gene(4,prespos)) 620 angle+=anginc 630 IF angle>360-anginc/2 THEN angle=3 60 640 angle(R)=angle 650 radius(R)=FMR(gene(5,prespos),gene (6,prespos)) 660 TX=COSRAD(angle)*radius(R) 660 TX=COSRAD(angle)*radius(R) 660 FMCCL(0X,0Y,TX,TY) 700 IF angle>360 THEN PROCL(TX,TY,FX,F Y) 100 X=TX 720 0Y=TY 730 IF R=1 THEN FX=TX:FY=TY 740 UNTIL angle>360 CR sf%=1 750 IF sf%=1 THEN GOTO920 760 MAXM=R 770 0X=0 780 0Y=0 780 0Y=0 180 R=0 810 REPEAT N=1 820 R=FNR(gene(1,prespos),gene(2,prespos)) 830 IF N=MAXN THEN N=1 840 X=COSRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 Y=SINRAD(angle(N))*R 850 IF R>radius(N) THEN UNTILR>radius(N):GOTO930 870 IF R>radius(N) THEN UNTILR>radius(N):GOTO930 880 PROCL(0X,0Y,X,Y) 890 0Y=Y 910 UNTIL sf%=1 920 string%=0 930 GOU4,0 940 T=0	1560 IFSTING%-0 THEN SF%=0 1570 EMDPROC 1580: 1590 DEFPROCMUTATE 1600 FORM=1 TO 9 1610 IF N=5 THEN N=6 1620 GeRMO(3)*2-1 1630 gene(G,N)=FNN*mutate(G) 1640 gene(G,N)=FNN*mutate(G) 1650 IF gene(G+1,N)=FNN*mutate(G) 1650 IF gene(G,N)=extreme(G) THEN gene(G,N)=extreme(G,N)=extreme(G+1) 1670 IF gene(G+1,N) extreme(G,N)=extreme(G+1) 1670 IF gene(G,N), gene(G+1,N) THEN SWAP gene(G,N), gene(G+1,N) 1690 NEXT 1690 EMDPROC 1700 : 1710 DEFFNM 1720 H=RND(3)-2 1730 IF B=0 THEN GOTO1720 1740 =H 1750 : 1760 DATA 15,1.6,100,15,130,2 1770 DATA 0.6,0.6,8,8,8,8 Listing 4 — WebN8 10 REM Webn8 20 REM Spiders web generator 30 REM (Natural selection) 40 REM by Mathew Tizard 50 REM (To HB-H/MC/E 60 REM (C) BAU October 1992 70 : 80 MODEO:VDU23;8202;8;8;6; 90 VDU19,1,6,0,0,6 100 PENN*T-initialising" 110 maxstring=8000 120 generations=0 130 DIM radius(140),angle(140),ratio(9) 140 DIM gene(6,9),extreme(6),mutate(6) 150 FORN=1TO6 160 READ extreme(N)



```
200 NEXT
210:
220 REM INITIALLY RANDOM MENAGERIE
220 FORN=1 TO 9
240 FORG=1 TO 6 STEP 2
250 gene (G,N)=FNR(extreme (G), extreme (G+1))
260 gene (G+1,N)=FNR(extreme (G), extreme (G+1))
270 NEXT
280 NEXT
280 NEXT
290:
300 REM MAIN LOOP
310 CLS
320 prespos=9
330 VUU5
340 MOVES00,692
350 FNNT-Generation: ";generations
360 VUU4
370 FNOCHMUTATE
380 FORNYS=160 TO 1023 STEP 350
390 FOREXT=160 TO 1023 STEP 450
400 prespos=prespos+1
410 Ox=0
420 OT=0
440 VUU 29,EX%;WY%;
450 GCOL0,1
460 string%=maxstring
470 increm=FNR(gene(1,prespos),gene(2,prespos))
480 angle=0
490 Re0
500 REPERT R=R+1
510 anginc=FNR(gene(3,prespos),gene(4,prespos))
520 angle=angle-anginc
530 IF angle>360-(anginc/2) THEN angle
=360
540 angle(R)=angle
550 radius(R)=FNR(gene(5,prespos),gene
(6,prespos))
550 T%=SUNRAD(angle)*radius(R)
570 T%=SUNRAD(angle)*radius(R)
```

610	OX=TX
	OY=TY
	IF R=1 THEN FX=TX:FY=TY
640 1	UNTIL angle=360
650 1	MAXN=R
660	OX=Ø
670	0Y=Ø
680 1	N=Ø
690 1	
700 1	REPEAT N=N+1
	R=R+increm
	IF N>MAXN THEN N=1
	X=COSRAD(angle(N))*R
	Y=SINRAD(angle(N))*R
	IF R>radius(N) THEN UNTILR>radius(
	0 820
	PROCL(OX,OY,X,Y)
770	
780	
	UNTIL string%<0
800	
	REM NATURAL SELECTION
820	
	FOR flies=1 TO 300
	X=RND(300)-150
	Y=RND(300)-150
	IF POINT(X, Y)=1 THEN T=T+1
	PLOT69, X, Y
	NEXT flies
	ratio(prespos) = (20*T) - (maxstring-s
ring%	
900	MOVE-150,150
	PRINT ratio(prespos)
930	
	VDU4 NEXTEX%, WY%
	win=5
	FOR test=1 TO 9
	IF ratio(test)>ratio(win) THEN win
test	ir ideio(cese/>ideio(win) insw win
980	WESA.
	generations=generations+1
	gridp=win
	VDU 29,0;0;
	NUM=0
	FOR Y%=0 TO 1023-160 STEP 350
	FOR X%=0 TO 1280-160 STEP 450
	NUM=NUM+1

	IF NUM=gridp WY%=Y%+32:EX%=X%
1070	NEXT
1080	NEXT
	GCOLØ,Ø
	PROCRECT(0,0,1280,WY%)
	PROCRECT(0, WY%+300, 1280, 1024)
	PROCRECT (0, 0, EX%, 1024)
1130	PROCRECT(EX%+300,0,1280,1024)
1140	GCOLØ,1
1150	IX=EX%
1160	IY=WY%
1170	XS=(450-IX)/20
1180	YS=(350-IY)/20
1190	GCOL4,Ø
1200	FORN=1 TO 20
1210	PROCBOX(IX, IY)
1220	*FX19
1230	PROCBOX(IX, IY)
	IX=IX+XS
1250	IY=IY+YS
	NEXT
1270	CLS: PROCBOX(IX, IY)
1280	
1290	REM BREEDING (HEREDITY)
1300	FORN=1 TO 9
1310	FORG=1 TO 6
1320	gene(G,N)=gene(G,gridp)
1330	NEXT
1340	NEXT
1350	GOT0320
1360	END
1370	
1380	DEFFNR(A,B)
1390	IF A>=B THEN C=A:A=B:B=C
1400	=A+RND(1000*(B-A))/1000
1410	the same of the sa
	DEFPROCL(X1,Y1,X2,Y2)
	MOVE X1, Y1
	DRAW X2, Y2
	string%=string%-SQR((Y2-Y1)^2+(X2
X1) 2	
	ENDPROC
1470	
	DEFPROCmutate
	FORN=1 TO 9
	IF N=5 THEN N=6
	G=RND(3)*2-1
1520	gene(G,N)=gene(G,N)+FNM*mutate(G)

1530 gene(G+1,N)=gene(G+1,N)+FNM*mutate
(G)
1540 IF gene(G,N)>extreme(G) THEN gene(
G,N)=extreme(G)
1550 IF gene(G+1,N) <extreme(g+1) g<="" td="" then=""></extreme(g+1)>
ene(G+1,N)=extreme(G+1)
1560 IF gene(G,N) <gene(g+1,n) c="ge</td" then=""></gene(g+1,n)>
ne(G,N):gene(G,N)=gene(G+1,N):gene(G+1,N)
)=C
1570 NEXT
158Ø ENDPROC
1590 :
1600 DEFPROCRECT(X1,Y1,X2,Y2)
1610 MOVEX1,Y1
1620 MOVEX1,Y1
1630 MOVEX1,Y1
1640 PLOT85,X1,Y1
1650 PLOT85,X1,Y2
1660 PLOT85, X2, Y2
1670 MOVEX2,Y1
168Ø MOVEX2,Y1
1690 MOVEX2,Y1
1700 PLOT85, X2, Y1
171Ø PLOT85, X2, Y2
1720 PLOT85, X1, Y1
1730 ENDPROC
1740 :
1750 DEFPROCBOX(X,Y)
1760 MOVEX, Y
1770 DRAWX+320,Y .
1780 DRAWX+320,Y+314
1790 DRAWX, Y+314
1800 DRAWX, Y
181Ø ENDPROC
1820 :
1830 DEFFNM
184Ø H=RND(3)-2
1850 IF H=0 THEN GOTO1840
1860 =H
1870 :
1880 REM THE 2 DATA STATEMENTS CONTAIN
THE EXTREME VALUES OF
1890 REM GENES 1-6 RESPECTIVELY, FOLLOW
ED BY THE RATES AT WHICH
1900 REM EACH ONE MUTATES.
1910 DATA 15,1.6,100,15,140,2
1920 DATA 0.6,0.6,8,8,8,8

NOTES

p-by-step gu atures of 1st medes, from aring 1st Wo ugh and eas fes: w to use a v w to type, e sting graphic: ing 1st Mai sting 1st Wor

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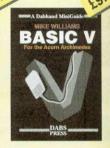
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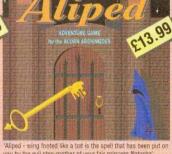
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There are a lot of myths around about viruses. But, as Alan Glover says, safe computing can be easy

ONTPANIC

ver the past few months much has been written about viruses which has served to enhance the false impression that they are in some way mystical, magical entities able to defy all the laws of reason. As a result, several viral myths are circulating. They can be cured by taking a no-nonsense look at how viruses operate, and how they can spread.

WHERE ARE THEY FROM?

The first, and most common way, to contract a virus is by using an infected disc on your computer. In many cases, you do not need to actually run an infected program - just opening a directory viewer on an infected disc is enough. Infected discs can come from many sources, including PD libraries, friends and commercial software. Never make the mistake of assuming that something commercial is virus-free.

The second route in is over a network. This includes a machine used on an Econet or Ethernet network, where software is used which has been downloaded from a bulletin board system or information server of description.

Thirdly, viruses can crop up on hardware upgrades - practically every expansion card has

HOW THEY CAN GET YOU

- By adding extra files within an application, and amending the Boot or Run files to load the extra files.
- By merging their code with the !Runimage file of an application.
- By merging their code with library programs (for example, Squeeze).
- By merging their code with relocatable modules.

software on board as an Eprom. The code blown on the Eprom could have been infected with a virus. This has already happened once.

A virus cannot remain active in your computer when a CTRL-RESET is performed or the power is turned off. However it may well be reactivated very soon afterwards (in the case of an expansion card, almost instantly). You cannot catch a PC virus on the desktop; however, PC viruses work perfectly well under the Acorn PC Emulator. This is why viruses are mostly a problem for hard disc users - others merely have to hard-reset the system in between inserting floppy discs to avoid spreading the infection.

Once upon a time, removing a virus just involved deleting a couple of files and using Edit to alter a !Boot or !Run file. Some viruses now exist where RMKilling the module results in a machine crash 40 seconds later, and where part of the file the virus has merged itself with is kept in an encrypted form.

The only safe way to detect and remove a suspected viral infection is to use a piece of upto-date virus removal software that understands all the known viruses presently circulating.

Using an old virus removal program is no good at all. It is possible it will damage files because it is only aware of one strain of a virus which has several strains. It will not detect or remove newer viruses at all. It may cause the virus to spread further through your system, since this may be able to infect files as a result of the filing system calls made by the virus killer while searching the system.

If a virus is on a floppy disc, the first opportunity it will get to load onto a hard disc system will be when you open a directory viewer on the disc. To be safe, you should scan the disc using a virus detection tool before you open a directory viewer

However, you may still be the unfortunate person who has followed all the advice above, but still seems to have a virus present. In this case it will be a new virus which is not yet understood by the virus detection tool you use. If you don't have a virus detection tool yet, go and buy one now!

Continued use of an infected hard-disc system is very dangerous. The virus will then be able to spread further, and a software 'timebomb' may detonate at some random point, causing damage to your files

If you are a hard disc user, and you run into an unidentified virus, you should attempt to get an infected program or application on to a floppy disc, and then send it to the producer of the virus detection tool you used. Failing that, contact them and see if any other users have encountered the virus. You should not use your computer after that, until you have been notified that it is safe to do so. Of course, people with floppies only (provided you don't have infected expansion boards) need not worry - all you do is turn the machine on and off, which kills any virus in Ram, and avoid using infected floppies.

Before you attempt to analyse a virus yourself, notify others. Vital time can be lost while you take several days to do a task which could be done faster by someone more experienced. In the worst case, it may make the difference between being able to update the whole world about a virus before a software timebomb zaps them all.

THE BAD GUYS

The list below represents a few of the more prolific viruses. A complete description of all viruses known as the AVRD (Acorn Virus Reference Document) can be obtained from certain bulletin boards such as Arcade. It is also supplied with good virus killing software.

• BBCECONET: This is very similar to Link, but spreads by using a trojan version of the BBCEconet module 0.09 which it installs (this is the RISC OS 2 Rom version). See also Mode87. It infects &FF8 files, appending its code and redirecting the entry point of the code through itself. The virus code is encrypted with a varying key. It also directly attempts to infect %.squeeze, and disables Tor Houghton's Interferon during infections. It displays a message on Friday 13th, 25 December, 1 April and 25 June. Part of the infected file is also encrypted. Quick Check: press F12 then enter help bbceconet. If the module version number is 0.09, proceed to the second stage. If it is other than 0.09, you are not infected. Type modules and look for BBCEconet.



Scanner is unleashed to hunt down viruses

A WORD TO THE WISE

- Inoculating programs don't work. These are pieces of software that put a non-malignant bit of data on a file that looks like a virus to another virus, so the latter will not infect your system because it thinks it's already there. At best, this will only protect against one virus, and that protection will generally be rendered useless if a different virus infects the file.
- Using a virus detector or remover is not enough. It must be less than six months old to be of any use, and should come from an accredited and accountable source. A virus detector or remover is the ideal place for a new virus to be hidden - be suspicious of any new anti-virus tools (especially PD programs where the author of the program is unaccountable, and there is no quarantee the program has not been tampered with).

Newly received software can be tested on a different machine not connected to any network.

- Keep regular backups in case a virus corrupts a disc.
- Keep floppy discs write-protected. Always keep original discs write-protected unless the instructions tell you not to.
- Use software which can detect viruses, and check any disc you receive BEFORE you even bring up a directory viewer on the disc.
- Use a program like VProtect (part of the Pineapple Software suite) which will prevent almost all known viruses from infecting a clean machine.

If the first seven digit number begins 018 or 019 you are infected (see also Mode87).

- CEBIT: Aside from infecting applications (via the Boot file as usual) it will stop proceedings on every 16th infection to display a message from 'Devil, The Lord of Darkness'. This virus was discovered in Germany, and is not thought to have spread to the UK yet. Quick Check: press F12, then enter help tlodmod. A message of the form 'Module is . . .' shows that it is loaded.
- EXTEND: This lives in applications, using one of eight possible names. It modifies or creates a Boot file to load itself. Apart from claiming more and more memory (eventually causing the system to run out) it is harmless, but very contagious. Quick Check: Press F12 and type 'help extend' - a message of the form 'Module is . . .' indicates that it's loaded.
- GARFIELD W: This infects Boot files and loads a module called WimpAIDS. The module is stored within a directory called Obey inside the infected application. It will cause continuous errors on the first monday of the month, making the system almost unusable. Quick Check: Press F12 and type help wimpaids - then a message of the general form 'Module is . . .' indicates that it's loaded.
- ICON (ALSO KNOWN AS FILER): There are a number of variants of this around - seven have been encountered already. All use !Boot files to propagate. One variant does nothing but spread itself. The others generate a nonsensical error message when they are first loaded. Quick Check: a file called Icon, Poison, Splodge or NewVirus(!) inside an application which is filetyped as a sprite, but is actually Basic.
- IMAGE: This is basically a !Boot infector, but with a couple of variations. A !Boot file is created if one did not exist, otherwise it renames !Run to !Spr, and saves a !Run of it's own. It loads into OS workspace at address &5500, so the chances of it being overwritten and causing a crash are quite high. Quick Check: A file called Image appearing in application - length 512 bytes, and no filetype.

- LINK: This is effectively a trojan a module called BStoDel which does indeed convert ASCII code 8 to ASCII code 127. It also infects &FF8 files, appending its code and redirecting the entry point of the code through itself. The virus code is encrypted with a varying key, making it harder to spot casually. It also directly attempts to infect '%.squeeze', and disables Tor Houghton's Interferon during infections. It displays a message on Friday 13th. Quick Check: press F12 then 'help bstodel'. A message of the form 'Module is . . .' shows it is loaded.
- MODE87: This virus overwrites or creates !Boot files, sand saves itself as a module called Mode87. The module installs itself as BBCEconet, which may affect Econet networks using software which relies on this module. On every 256th infection a graphic effect is displayed.

Quick Check: As for BBCEconet, plus a file called Mode87 in application directories.

• MODULE: This is quite different, and works by appending it's code to any modules loaded whilst an infected module is active. It then redirects some of the module entry points to itself (and then on to the original entry points). This virus is very common, and has appeared on a number of distribution discs. Quick Check: Any modules with changed timestamps, and



Killer is always on the lookout for new viruses

have grown by almost 1K are potential suspects. Loading the module into Edit will reveal the Ascii string 'Press any key to continue' near the end of the file.

- NETMANAGER/TRAPHANDLER: This is a variation of the !Boot theme, with the whole virus being in the !Boot file. Quick Check : press F12 then 'help netmanager' or 'help traphandler'. A message of the form 'Module is . . . ' shows that it is loaded.
- PARASITE: This virus is another module based virus, but should be treated with great care. The module is loaded from !Boot or !Run files. Two strains of this virus are known already - the first is a module called FontLibrary, the second can go by one of twenty names! The virus only acts on machines where the station number is configured to be less than 80.

Do not RMKill the visur module - you will activate a 40-second time bomb which will crash the machine. Like RISCOSExt this virus has a variety of different tricks which occur at different times, some potentially destructive, so great care should be taken in deaking with it. It will also delete any files or directories called !vkiller, vir, shield, prot or !guardian. Quick Check: *Show Alias\$Run<Return - if nothing is displayed, the virus is not active.

• SPRITE: This is another !Boot/!Run infector, with a related 720-byte code file called Sprite (filetyped as a Sprite). During February, it has a

STAY COOL, BECAUSE.

- You cannot catch a virus by simply using a Bulletin Board. A virus is a program, and it can only spread when it is run.
- You cannot catch a virus from a printer or other intelligent peripheral.
- A virus cannot exist in the Cmos configuration memory of a computer.
- You cannot catch a virus from a blank disc. Unlike DOS discs, there is no executable code on an empty formatted disc.

BE CAUTIOUS WHEN. . .

- Spurious or nonsensical errors occur when opening directory viewers
- Spurious errors occur when running applications
- New files appear
- Datestamps change on files
- Unusual error messages or inexplicable system crashes happen
- Strange messages are displayed
- You find less memory is available than usual

STAY SAFE

- Scan any new disc with a virus killer (and get one if you haven't
- Always have a program like **VProtect** resident
- Don't rely on someone who says they have checked a disc for viruses. Check it yourself. It's your data that's at risk!
- Keep regular backups. Cycle the
- discs/tapes used for the backups. Check out anything suspicious with the technical support service for the virus killer you are using

JUST WATCH IT, OK?

- It is illegal to spread viruses, or to cause damage to someone's data under the Computer Misuse Act.
- The Acorn world is far smaller than that of the PC, and there are correspondingly fewer software authors. It will also be that much easier to identify virus authors.
- The spread of viruses could severely affect the PD Libraries and BBSs available to you.
- One example already exists of the 'benefits' of writing a virus. A computer technician added his name and address to a virus and distributed it 'to see how far it would get'. What it got him was the sack from his job.

delayed action bomb which will display the message: Piracy IS theft -Your SYSTEM is DOOMED - Deutschland Uber Alles! and zero all the CMOS Ram. Quick Check: A 720-byte Spritefile in an application, and maybe a file called !Str (which used to be the !Run file)

 SPRITEUTILS: This virus has been written to pass undetected by earlier versions of !Killer. It infects !Run files, and installs a trojan SpriteUtils module, which has the filename A

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Pineapple Virus Killer T2 virus present in .LiveVirus.Thanatos2.Liss.!RunImage 7 objects checked 1 infection Abort Remove Skip

Pineapple's Killer ready to pounce

SprUtils. There is no directly malicious code, but there will be a reduction in the amount of memory available in the system. Quick Check: Press F12 and type help screencopy and RETURN. The message No help found indicates that the virus is not present.

- THANATOS (ALSO KNOWN AS RIS-COSEXT): This is one of the worst of the viruses discussed here. It does various nasty things on particular dates, with a random chance of something happening at any time. Any outbreaks of this virus should be treated rapidly to avoid any chance of data loss. Quick Check: Look in the Task Manager display for 'Thanatos'.
- T2: This is probably the worst of the viruses discussed here. It spreads by merging itself with !Runimage files of filetype &FF8. On certain days it will corrupt discs in ADFS::0 - ADFS::7. There is also a random chance of this happening at any time. Quick Check: Enter BASIC, and enter SYS "OS_ServiceCall" &COFFEE TO .A:PRINT A. If a zero is printed, the virus is present (or something else is impersonating the virus to stop it loading)

THE GOOD GUYS

- SCANNER: Primarily a detector rather than a remover. Available from Tor Houghton, Fjellveien 4, PO Box 142, 1361 Billingstad, NORWAY. This is commercial software and 'costs' three floppy discs. Site and distribution licences by arrangement.
- KILLER/VPROTECT, by Pineapple Software (originally distributed by Acorn) Part of the Pineapple Software Virus Protection Scheme, an annual subscription scheme which ensures that users get at least four updates per year with the capacity to perform an immediate update when a dangerous virus comes to light. Killer detects and removes all known viruses. Cost: £24 excluding VAT, area licences available. Pineapple Software, 39 Brownlea Gardens, Seven Kings, Ilford, Essex, 1G3 9NL. Tel: 081-599 1476. Technical Support: PO Box 459, Cambridge, CB1 4QB or Fax: (0223) 415222.

With both these packages you receive a copy of the Archimedes Virus Reference Document, which provides detailed explanations of all the known viruses and their behaviour together with information about the virus removal tools available.





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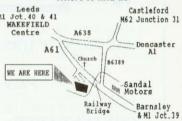
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FAMILY FAVOURITE

Lisa Hughes wonders if Pendown Plus can equal the record of its popular cousins

amily values aren't what they used to be - ask David Mellor - but families themselves are still in fashion. Ambridge has the Archers, Albert Square has the Fowlers, we all have the Windsors and Longman Logotron has the Pendowns, a family of word processors and, guess what, they're all related.

The newest member of the clan is Archimedes Pendown Plus, which is proudly presented as a 'complete writing environment'. This is how I'd describe a well-appointed cottage on a Cornish clifftop with no telephone but a pub down the road. That aside, the package is a sophisticated tool for manipulating text.

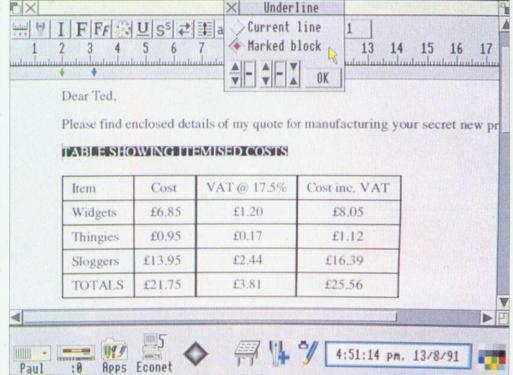
The Pendown products are all educational word processors and, while retaining the accessible features of Pendown, Pendown Plus has a number of enhancements and additional features.

The two major ones are a table editor and an address database management system. The idea is that the more advanced features will appeal to those with a couple of years experience in word processing: older students and teachers are obvious candidates. School secretaries may well find these functions invaluable, though I would question just how many schools do their administation on an Arc.

But you don't have to be in education to use Pendown Plus and, in many ways, it would actually be more suitable for

FRENCH CONNECTION

Due out in October is another Pendown family member, this time a French cousin.Based on Pendown Plus, Pendown Etoiles is entirely configured in French and offers the expected word processing functions, plus keyboard access to French accents and a substantial French dictionary.



Pendown Plus offers many new features including a table editor

someone involved in running a small business. The table editor is rather useful. There's no messing about with tabs or resorting to pencil and ruler to draw in the lines. Text and numerals are entered via a dialogue box and you can add rows and columns at will. A table can be saved as a comma separated values file or a Draw file, which can then be dropped into your document.

Entering and editing data in the address list manager is straightforward and you can choose which field to sort on. It's easy to run off labels from the files, though it's irritating that you can't change the size of the lettering, as the program makes this decision automatically, based on information from the printer driver about the size of your stationery.

The mail merge function is another matter. In most offices, anyone who can mail merge is regarded with considerable reverence. Sadly I

didn't elicit this response from my colleagues because I couldn't get it to work at first. The theory seems simple enough: you set up a datafile containing the information you want inserted and a document with coded areas to indicate where you want it to go, then you execute a merge. The instructions appear clear and, in fact, once I used the example files, I managed to send the same letter to Oliver Cromwell and Francis Drake without too much trouble.

As a more-than-basic wordprocessor, you can hardly fault Pendown Plus. It gives you insert or overwrite options; a whole variety of actions, from underline to superscript, are a cinch; changing fonts is easy; and there's a clever way of using wildcards to alter, say, all occurences of eight-point Trinity Bold to ten-point Trinity Medium. Also, if you can't remember what a font like Homerton or Selwyn looks

like, you can try it out in the font selector window.

Styles are set by creating chapters based on master pages. Apart from the mail merge, this was just about the only thing I found difficult to get the hang of - a stronger visual reminder that you are working on a master page, not a document, would be helpful.

Excellent though it is, Pendown Plus will not appeal to everyone. It's worldly, it's adult and is a definite step into the serious side of word processing. But my favourite family was always the Brady Bunch and they were never quite so appealing once they started growing up.

PRODUCT DETAILS

Product: Pendown Plus Supplier: Longman Logotron, 124 Cambridge Science Park, Cambridge, CB4 4ZS Tel: (0223) 425558 Price: £92.83 inc VAT

LaserDirect

he HiRes8 is our top of the range member of the LaserDirect family, a heavy duty printer which is ideal for all serious printing jobs on the Archimedes. It offers 8 pages per minute maximum print speed, manual and cassette paper feed options. The optional straight paper path is ideal for heavy weight paper and reduced paper jams.

LaserDirect uses the Archimedes itself to drive the printer, resulting in three major advantages over other conventional laser printers; speed, value for money and accuracy.

Speed comes from the Archimedes ARM processor. Combine this with our super-optimised software techniques (such as our unique FastText system that prints outline fonts twice as fast as any other system, background printing etc) and you have the shortest time to print of any RISC OS laser printer.

All conventional laser printers, such as PostScript, require powerful processors and large amounts of memory. In effect they are duplicating your computer inside the printer.

By making the Archimedes do the work, LaserDirect can use a simple engine-only printer so this duplication is removed with considerable cost savings. The result is better value for money.

By using the same outline font system, and the same operating system routines for printing to the laser printer as are used for the screen display, it is guaranteed that what you see on the screen is what you get on the printer. No fuss about font matching, and perfect bit-map draw file printing.



Other LaserDirect features include:

LaserDirect

- 300 and 600 dpi printing resolutions
- A choice of half-tone screen patterns
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- Printer feedback to the desktop eg cover open, toner low etc
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- Page queueing
- Quick photocopy option when combined with a ScanLight Professional.

Computer Concepts Ltd

PROPHET MOTIVE

Clem Vogler audits the latest in integrated accounting systems for the Arc

ccounting packages for the Arc are proliferating. The latest, Prophet, is a single-user bookkeeping package, although a networking version is in the offing. Prophet keeps track of your sales, purchases and bank transactions by maintaining three files or 'ledgers' - the purchase, sales and bank ledgers. It can also handle invoicing and stock control. It maintains databases of customers, suppliers and stock items. The ledgers and databases are related so that changes in one area are reflected elsewhere, if appropriate. So, if you issue an invoice, this will not only be recorded in the sales ledger, but also cause the stock record to be updated.

If you don't want to use all the facilities, you can equally well select just the parts of Prophet you need. For example, you might not want to run the stock control section, or you might just stick to cash sales without issuing invoices.

Accounts software is never easy to get up and running because you need to enter a lot of data to reflect the existing state of the business. Once installed, you need to set up your customer and supplier databases and your stock database if you wish to use one. You must enter your bank accounts - which includes such things as credit cards and cash in hand - with their opening balances. You must construct a database of what Prophet calls 'headings'. These are cost centres appropriate to your business, so that every item of income, expense, capital or liability can be assigned a code. Typical examples include motoring costs, rental of premises, bank interest and staff wages. Deciding which cost centres to use is the most difficult part of setting up the system and may require the advice of an accountant. It is, however, a problem which applies to any book-keeping method, whether computerised or manual.

With your system set up, the day to day running of Prophet commendably Whenever you make a purchase you enter it in the purchase ledger, using three pre-determined codes to indicate the cost centre to which the purchase is assigned, the bank or cash account from which it is paid and the rate of VAT. When you make a sale you do the same in the sales ledger. With sales you can instead issue an invoice or enter an invoice-less retail sale in the daybook. Both methods then update the stock control



₾ 🗅 Prophet Accounts V1.17 0 Apricote Studios 1992

Prophet covers a good range of accounting procedures

DOUBLE ENTRY BOOK-KEEPING

Traditional manual systems of book-keeping use a double entry system. Every credit in a ledger is balanced by a compensating debit elsewhere. If you enter a purchase in your purchase ledger, then you make a corresponding debit in a so-called nominal ledger, where transactions are grouped in categories called cost codes. With manual book-keeping the double entries provide a means of error trapping. If the two ledgers don't balance there must be an error.

Computerised book-keeping removes the need for making two physical entries. Provided you mark each transaction with its cost code, the nominal ledger can be updated by the system. Prophet has been described as a single entry system without a nominal ledger, but this is over simplified. It is single entry in so far as the user only enters transactions in one ledger. The system still makes a compensating entry in the Headings file, which is where the cost codes are defined.

database and sales ledger simultaneously, with daybook updates being batch processed to one cost centre at the end of the day. Whenever you make payments to a bank or transfers between accounts, you enter these in the bank ledger.

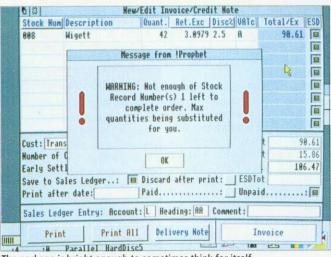
For an accounts package to be any use, it has to provide some essential facilities. Prophet meets these minimum requirements. It can:

- List all transactions in an
- Print credit notes and handle credits.
- Produce an aged debtors' report showing who owes what for how long.
- Print customer statements.
- Issue an automatic re-order when stock levels drop below minimum.

- Permit journal entries for making corrections.
- Produce a three-monthly VAT report.
- · Account for repetitive transactions, like standing orders.

The latest version of Prophet will also produce a profit and loss statement and a balance sheet. It is sometimes held that the production of these is an accountant's task, not a book-keeper's. However, most book-keeping software offers this nowadays, and it can provide an outline for the accountant to work from.

I liked Prophet. It was robust and never crashed, and I thought the user interface was well set out, making the program easy to use. There were several nice features, but also some weaknesses.



The package is bright enough to sometimes think for itself

On the credit side were the clear, uncluttered form designs with displayed function key options. Details from each ledger can be printed as a report in which it is easy to select certain fields and ignore others. Reports can be transferred as Ascii or CSV files to other packages such as Edit, Pipedream or Impression.

Invoices, credit notes, purchase orders and delivery notes come as standard templates, whose design is easily adjusted as all field positions can be mouse dragged. If you use window envelopes, as I do, you can adjust the name and address to appear properly centred in the window.

There are several features to cut down on repetitive data entry. As you would expect, entering a product or VAT code in a ledger or invoice results in the system supplying such further information as the code supports. Entering truncated customer or supplier names implements a search to find the nearest match. There is, however, no option to locate customers or suppliers by code. Prophet does have a Copy From option which allows you to replicate an existing record which you then edit if the new record only needs minor changes.

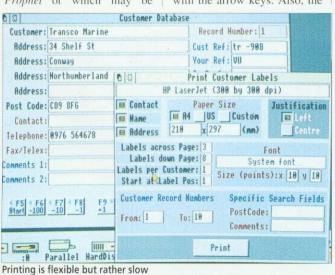
Earlier versions of Prophet had mouse drags implemented so you could move the contents of one field to another. On current versions, only the calculator output field contents can be dragged. Instead there is a utility called Transfer.

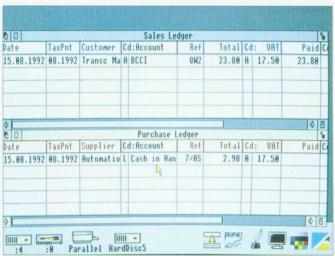
Transfer is a cut and paste utility which comes free with Prophet or which may be bought separately. It installs itself on the icon bar and lets you copy text from any icon in any Risc OS application and transfer it elsewhere. The beauty of Transfer is its easiness: Click the right hand button on the source fields to capture them. Click the left hand button on the target location to paste them. And that's it . . . It should be on every icon bar.

The stock control module is comprehensive. It account of discounts, bin locations, VAT rates, markups, re-order levels and reorder quantities. It produces statistics on best-selling items. If you try and post an invoice for more items than are in stock it will warn you. On my version of Prophet (1.17), the stock sort was not yet implemented, but is said to be present on current versions and available as a no cost update to users of earlier versions.

I disliked the inconvenient ledger windows. The window is too wide to display in normal width modes like mode 12 or mode 20. When first called up, only as much of the window as would be visible in normal width mode is displayed. If you are using a wide desktop like mode 16 or mode 102, you have to open up the window to see the full ledger, even though you had plenty of space available at the outset. The window cannot be scaled. Another irritation is that the number of ledger rows displayed is fixed at five.

There is no vertical scroll bar or arrow and so you can't scroll with the mouse, only with the arrow keys. Also, the





Book-keeping made simple

HARDWARE REQUIREMENTS

Prophet is written in interpreted Basic with some routines in assembler for speed, though it is not particularly fast. All files are held in memory. Memory management is a bit crude - you have to run a preferences option and insert your estimates of the number of customers, stock items and so on. It would be better if the program grabbed data space as it needed it. You can, however, increase your estimates whenever you need to. The program itself occupies about 1Mb, and there is a trade off between the further memory requirements for stock, supplier and customer data. As a rough guide, if you had 5,000 stock items and 100 customers/suppliers, or 500 stock items and 1,000 customers/suppliers, you would use a further 600K.

column widths are not adjustable, so what you see is sometimes truncated.

insufficient There are options to display report output on screen instead of printing it. Ledger reports and customer/supplier lists can be exported to Edit or some other application and then displayed, but the customer accounts cannot. Frequently, you need these details on screen, but you don't need a printout.

Printing uses the Risc OS printer drivers and all printing is done in graphics mode rather than in text mode. This means that the full range of fonts in your font directory can be used, but the printing speed is slow, particularly with dot matrix printers.

The handbook suggests various ways of improving the speed - either printing at low resolution or printing to a file, which can then be printed in the background while you get on with other tasks. This is unlikely to win your firm prizes for customer relations if your client is waiting for his invoice. Apricote tells me that a fast text printing mode will be incorporated in later versions.

I rate Prophet as a competent book-keeping package for a small business. The serious opposition comes from Micro Trader from PRES. Micro Trader is more refined - its screen displays are object lessons in good design and its use of memory more economical. It also offer features not present on Prophet, like a mailing module, and is available in a network version. It is also more expensive.

Prophet can automate standing orders and other periodic transactions which Micro Trader cannot. This makes Prophet attractive to users like hotels or hire companies who offer period costed services.

PRODUCT DETAILS

Products: Prophet, Transfer Supplier: Apricote, Apricote Studios, 2 Purls Bridge Farm, Manea, Cambs, PE15 0ND Tel: (0354) 78432 Prices: Prophet: £170.00 + VAT. Site Licence: £510.00 + VAT. Transfer: Free with Prophet, If bought separately: £8.95 incl of VAT and p&p. Machines: All 32-bit machines, with 2Mb of Ram minimum.

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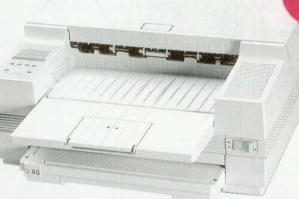
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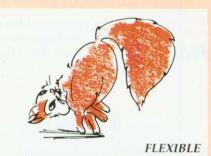
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he problem of providing suitable vicarious experiences for primary school classes is not new. Where books, filmstrips and visits to the local museum have often been the mainstays of the past, the problem of developing empathy and a sympathetic understanding of the people being studied often remains.

In the BBC Landmarks series children are presented with both the factual background material and a range of images, but it is through the Landmarks software that upper Key Stage 2 children are are given the opportunity to develop a deeper understanding of and a feeling for a given period in history and to experience it 'first hand'.

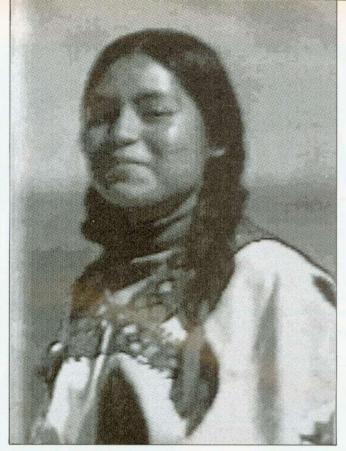
In Landmarks: Columbus, the simulation takes place over two real-time days synchronised with the Arc's time clock (one on board ship, and one after landing in the 'Indies') In Aztecs the simulation encompasses three full days during which the host, a 10-year old girl, can be guided around her home and Tenochtitlan, the city in which she lives.

Even if the computer is switched off for a period of time, if the Landmarks disc is reinserted, each simulation continues as if that amount of time had elapsed. To add to the realism, certain events only happen at certain times on specific days. When the simulation is completed, it returns to 'day one'

'Conversations' with each historical 'host' take place using the keyboard - the mouse is largely redundant. Questions typed in appear in red while the host's responses are highlighted in blue.

Children quickly become aware of the computer's inability to understand many of their queries and the frequency with which it makes inappropriate responses. This limitation is not such a handicap as it first appears and can be turned to advantage when considered in the light of technology AT5, where children should become aware of the limitations of technology!

Landmarks also sharpens children's questioning techniques. When a scene changes, a monochrome, digitised image of the new screen appears in



AZTEC CAMERA

Lost civilisations can live again in the classroom. Chris Drage looks at Landmarks

LANDMARKS IN THE NATIONAL CURRICULUM

Landmarks addresses the following History attainment targets:

- TARGET 1: KNOWLEDGE & UNDERSTANDING OF HISTORY Level 2: Suggest reasons why people in the past acted as they did. Level 2: Identify differences between past & present times. Level 4: describe the different features of an historical period.
- TARGET 2: INTERPRETATIONS OF HISTORY

Level 2: Show an awareness that different stories about the past can give different versions of what happened.

Level 4: Show an understanding of how deficiencies in evidence may lead to different interpretation of the past.

• TARGET 3: THE USE OF HISTORICAL SOURCES

Level 2: Recognise that historical sources can stimulate and help answer questions about the past.

Level 3: Make deductions from historical sources.

Level 4: Put together information from different historical sources

 In addition English ATs relating to speaking, listening, writing and reading will all be addressed.

an adjacent window. This adds to the children's interest and assists their imaginations.

There are two well-presented A4 handbooks accompanying each package: the

teacher's guide contains all program information, including all the objects and events to be discovered and it has a generous-sized section that cross-references various areas

of the National Curriculum. The pupils' guide contains ten additional activities which they may or may not use in conjunction with individual Landmark programs.

The degree of success to be obtained from this software will be determined as much as anything by the amount of preparation put in by the teacher beforehand. Setting the scene, discussing the possible outcomes and whetting the pupils' collective appetite are vital elements in any computer simulation, in order to establish children's expectations at a realistic level.

LINKING IT UP

Although primarily biased towards history, simulations like those of the Landmarks series are cross-curricular by their very nature and possess a vast potential for all manner of related work.

In addition, many skills are practised through direct use of the programs: discussion skills, skills of questioning and instructing, observation skills and spatial skills (understanding compass directions and so on). Both Landmarks - Aztecs and Landmarks - Columbus are geared towards History Study Unit 6: Exploration and Encounters 1450-1550, which specifically states that the Aztec civilisation should form part of the study.

Landmarks - Aztecs should enable children at the top of Key Stage 2 to gain an understanding of the Aztec way of life; gods and religion, crafts and daily life. Similarly, the Columbus simulation helps children to gain insights into the reasons for the voyage, the motivations of Columbus himself and the life of the sailors on board.

With the right input, these latest programs in the Landmarks series will prove a valuable history resource.

PRODUCT DETAILS

Products: Landmarks -Columbus and Landmarks -Aztecs

Supplier: Longman-Logotron, 124 Cambridge Science Park, Milton Road, Cambridge, CB4 4AZ Tel: (0223) 425558 Machine: Archimedes series. Price: £24.00 ex VAT each



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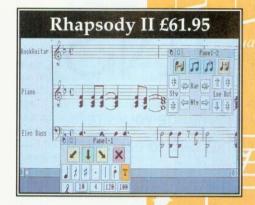


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ROGRAMS TO



Clares bring you a range of music software that is fast becoming the standard on the Archimedes.

Rhapsody II is a music notation package that allows you to write and modify musical scores. It is to music what a word processor is to words.

The notes can be entered by hand or, using a Midi keyboard, they can be captured in real time or step time. Once the music has been captured you can edit it, transcribe it, add lyrics, repeats, trills, slurs etc. You can transpose the score or just parts of it, you can play it back through Midi, you can even use it as an unpaid accompanist to your practice sessions. Most importantly you can print your finished score using any printer and RISC OS printer drivers. Quite simply, Rhapsody II lets you get back to the music AND gives you time to enjoy it. Many users wonder how they ever managed without it! Ask us for a demonstration version today.

Vox Box £61.95

8p1: freq. 1 anp. 188 Mod1: freq. 1 level 8 8p2: freq. 2 anp. 8 Mod2: freq. 1 level 8

Vox Box is a supporting package for Rhapsody II and consists of four programs. The first, Perform, allows you to play Rhapsody II scores, Armadeus samples and Midi files. You can have a continuous performance of your compositions.

VoxBeat is an application to turn sampled percussion sounds into a useful voice module that provides realistic percussion accompaniment to your scores.

VoxSample converts sound samples into usable Archimedes voices. You control which part of the sample is used to create the voice and you can also define the sound's envelope. The resulting voice module is much smaller than the original sample and sounds much better.

VoxSynth is a more complex application that enables you to digitally synthesise voices for use in the Archimedes. Voices are produced by drawing waveforms or harmonics. You even have a form of FM synthesis available. VoxSynth is also useful in the science laboratory as it deals with waveforms, harmonics, FFT and FM synthesis.



ScoreDraw is another support program for Rhapsody II. It produces high quality printout of music scores. Together Rhapsody II and ScoreDraw form the heart of a complete Archimedes based music publishing package. ScoreDraw takes a score from Rhapsody II, or the original Rhapsody, and converts it into a series of Draw files. The results are of true professional publishing quality - especially when printed on a laser printer.

ScoreDraw has its own library of music symbols and it uses these to construct a high quality score. Any text within the score is converted into user selectable outline fonts, if they are available. An additional user library is also supplied which provides items such as hairpins and grace notes.

In addition to improved print quality ScoreDraw also concentrates more on the formatting of the score. Because the score is handled differently

and ScoreDraw is not required to 'play' the score it can spend more time on good presentation.

And there's more... Look out for two more music packages coming from the Clares stable soon. And don't forget our Armadeus Sound sampling board if what you are interested in is recording and manipulating sound rather than music.





NET GAINS

What can you do with a network, and how will it change your life? Paul James explains the benefits of making machines talk to each other

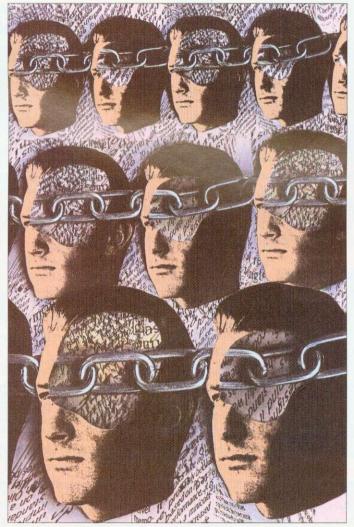
nce you have a computer, there are numerous opportunities to make money. Not many people have access to computers and printers, (especially those of the Arc's quality) and if you have, then you're in quite a privileged position, and you should make the most of it.

DTP and design are the most easily accessible applications to an Archimedes owner. And this is exactly where the money can be made. A person with an Arc can do everything that a professional typesetting bureau can and it can do it more cheaply and offer that personal touch.

Just think how many small events go on in your local village or town. Church fetes, car boot sales, flower shows and all of them need signs and posters. People without computers will always need people with computers too, for CVs, letters and perhaps school projects.

Irene, Anna, Meg and Paul have between them an A5000, an old 310, two Master 128s and one BBC Model B. Occasionally Irene gets small jobs from her local school and DTPs them using Impression, and Anna and Meg produce leaflets for local events, Anna uses Draw on her A310, and Meg uses Wordwise+. Paul uses his computer to type in CVs and letters for his friends

Of course, merging together as one unit means that they are going to be far more viable as a co-operative business. They can support each other and, perhaps, use their contacts to increase their client base,



meaning they can do more work for more people. Merging the computers together as a network will improve their organisation as well as save money, as I will explain.

The first benefit of a network is organisation, but other benefits appear as the gang begins to explore the possibilities. Econet is cheap, and suits their needs, so Irene buys Acorn's Level 4 software, cabling, a clock box and an Econet card for each machine.

Irene's machine is going to be used as the fileserver, meaning it will be running the Level 4 software. Using the software, Irene can create users. A user will be able to log onto Irene's fileserver, and use her hard disc as if it were their own. This means that there is no need for the two Masters to use floppy discs on a regular basis, saving time and the worry of a floppy becoming corrupt.

Using the Level 4 software, Irene can restrict each created user in several ways that will improve the efficiency of the network, and therefore their work. First, and most importantly, Irene can specify exactly which part of her hard disc each user sees. This contains Paul, Anna and Meg within one area, which can again be subdivided into further areas for each user. The figure opposite shows how Irene structures her hard disc.

Keeping all the users in one area has one big advantage, and that is the network area is easy to back up. Irene has to back up the entire network to keep other users' work safe. All she needs do is ensure that the directory Root is copied onto floppies, or archived onto another part of her hard disc. All of the directories below Root will be archived as well, so all the users are safe in the knowledge that they'll not lose all of their hard work in the case of a minor hard disc crash on Irene's machine. Obviously if Irene's hard disc completely crashes, or somebody steals her computer then it's all gone, and that's down to backup, which is another story.

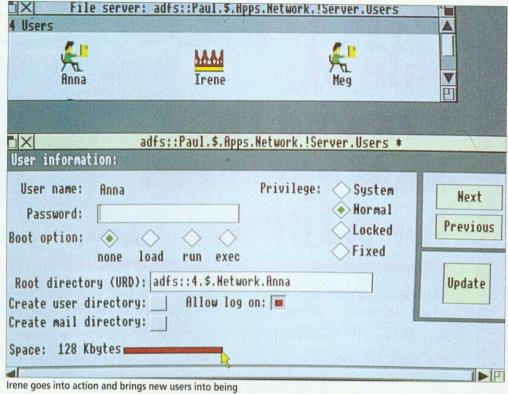
Irene creates these areas on the disc, then creates three users, Anna, Paul and Meg, using the Manager, supplied with Level 4. She sets the URD (User Root Directory) of each user so that when Paul. Anna or Meg log on they are just presented with their area.

Now when Paul logs on from his Master, by typing *I AM PAUL, he has his own space to work in. In here he can make merry as he likes, creating directories and saving files. But Irene can also impose several other restrictions on Paul, so that Paul can't turn her hard disc into a disorganised dumping ground, wasting her time and his.

First of all, she uses the space allocation option to only allow Paul 128K of her disc space. This means that the user Paul can only save 128K of data onto Irene's hard disc. If he overflows this then he will be told that Irene's disc is full (even though it may not be).

If Paul ever fills up his area of Irene's hard disc he will have to tidy up, by removing old files. If Paul seems to be very disorganised about how much old work he leaves in his area, then Irene can tighten up his space allocation, meaning that Paul will have to tidy up more often, getting him into a regular habit. Making sure that there are very few unused files on the network will mean that backing up will be quicker too.

Obviously, each user has different requirements for space and it may take a couple of weeks before Irene has Paul's space allocation about right: big enough so that he doesn't have to tidy up every



day, wasting time, and small enough that his work doesn't become sprawling and unorganised, again wasting time.

Anna is the exception. She uses an Archimedes to create pictures, maps and illustrations for joint work, so she'll need a little more space, as the files created by an Archimedes are generally bigger than plain text files, so Irene gives her 256K.

Irene can also limit the sorts of things Paul, Meg or Irene can do on her hard disc. There are four types of users, system, normal, locked and fixed. A

system user would have access to all of Irene's hard disc, and could read, write and delete files from it. On a larger network, Irene would give herself system privileges so that she could have access to software on her machine over the whole network, and access to everybody's area. A normal user has access to all files with Public Read and Write Access.

A normal user can make a file protected so that nobody else, except a system user, can access or delete it. A normal user can go up past their own URD so, for instance, Paul could go into Meg's area, but he would only have access to files that Meg had marked as public read or write. Any files without this access would be locked away from Paul's eyes, or itchy delete finger.

In the ideal situation, Meg would say to Paul, 'would you have a look at this file in my area', and then she would give it public read and write access while Paul looked at it. After Paul had finished with it, she would return it to its normal status by taking the public read and write options off it.

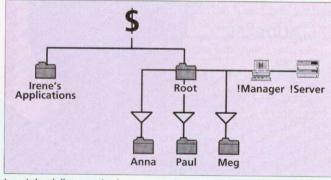
A locked user is only a little less restricted; they can't change their password and have to ask a system user to do this, and they can't change their boot option. A fixed user is the lowest privileged of the four types, and they can't move out of their own directory. They also have to ask a system user to change their password and boot option.

The boot option determines what happens when a user logs on. It is possible to automatically execute a program on log on using a !Boot file - this might be a menu program, for instance. As you can see, the best use for a locked or fixed user is as a central resource that everybody uses, like a games directory or an information directory where manuals and other data could be kept.

Irene makes her three users normal users, and now the network can function. Paul and Meg can use their BBC Master 128s for typing, Anna can use her machine for doing diagrams and illustrations, and Irene can use hers for DTP.

When they work on a joint project, all the data is saved onto Irene's machine, where she brings it together as the finished document but, in the mean time, if Paul wants to write an application letter for a friend, he can use his machine as if it had his own disc drive and printer, and the same goes for Anna and Meg.

Next month we'll explain network printing and the future of Acorn networks.



Irene's hard disc organisation

NETWORK NUMBERS

On a network, each machine has an individual number, which is set using a special utility on the library disc. The network number is important, as each machine on the network needs to be told the network number of the machine running the server software, otherwise the user would have to type it in all of the time. They are also used for notifying other machines, and by this month's network Chat utility in *INFO.

Stock Reduction
Sale of
Cumana 1 Mb
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for A3000s

• £29.95 • (Including VAT & delivery)

(giving 2 Mb RAM in total)

Cumana upgrades for the A3000 are the standard by which others are judged. What are the important factors to consider when deciding which memory upgrade is for you?

- Check if the memory board is 2-layer or 4layer. Acorn recommends 4-layer for all upgrade boards and internal interfaces because it reduces RFI (radio frequency interference). 4-layer boards are much less prone to 'cross talk' between tracks, thereby minimising the chance of data errors.
- Cumana's static control management system increases reliability.
- Fast RAM is always used in Cumana's memory upgrade boards.
- Check if the connectors are low cost, or toprated as always used by Cumana. Poor quality connectors on upgrade boards are one of the main reasons for erratic performance of the A3000. Don't take the chance.
- Cumana memory upgrade boards are built for exceptionally low power consumption and therefore assist in prolonging the life of your computer.

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rs may be placed by: telephone - 3 503326 or sent to: Cumana 1 N	Ab RAM Offer, Pines

THE VISION THING

A colour digitiser for less than £100? Geoff Bains says it's true, so it must be

Just how cheap can a digitiser be? When HCCS's monochrome Vision was tested (BAU June 1992), £50 for a monochrome video digitiser seemed pretty good value. But now HCCS has introduced the colour version for just £80.

This uses the same hardware as the monochrome model. If you own a mono Vision, the software upgrade costs only £47 (unless yours is an early version which included a voucher for the upgrade for just £29).

This is a half-width podule with a single socket on the back plate – the video input. Into this you can plug any composite video source, from a video recorder, camcorder, satellite receiver or some TVs.

The new software operates much like the old, with one or two additions. Everything you need is in one application, *Cvision*, which produces a window on to the video source.

This displays a poor quality mono digitised image, updated in 'continuous mode' once a second. This is too slow when you're trying to capture that single-frame perfect moment so it's essential to have an alternative display showing the video in realtime.

Unfortunately, all the mouse actions on the whole screen are also slowed to this sluggish once-a-second response rate, which makes using the Desktop rather tedious. HCCS is currently working on speeding things up.

Pressing the Menu button produces (eventually) a list of options. These primarily enable a video frame to

be grabbed and processed to full resolution and colour.

The actual grabbed video data is stored in 1Mb of Ram on the podule. This is accessed to produce the image on screen. The Vision board grabs the video signal 'raw' and extracts the wanted data with digital processing.

Most digitisers use analogue methods to convert the signal and then digitise the end result. The HCCS method is more difficult but keeps costs down.

The video data is processed to produce a mono image of 720–254 resolution and 256 greyscales in about 11 seconds, in the same way as the old software. The image can also be processed to give a colour sprite at the same resolution and in 256 colours. HCCS is planning an upgrade to enable 720×508 images to be captured.

Cvision will grab and process images in any of modes 12, 15, 20, 21, 27 or 28. Modes 15, 21 and 28 must be used for colour processing.

The image can be processed to colour in two ways. The first is rough but fast, and takes 1.5 minutes. The second gives a finer image but takes about 7 minutes. Each colour image is built up line by line on the screen.

The fast colour processing is for experimenting with. The same grabbed video frame can be processed and reprocessed as often as you want using any of the three methods. Between processing, brightness, contrast and colour saturation can be changed with mouse-alterable scales in a sub-menu.

In fact, in the middle of

colour processing a picture, while it is being built up line by line on the screen, the controls can be altered, the effect judged, further corrections made, and so on

until the

is being

formed

picture

as desired. Then the process is started all over again to deliver a perfect picture. This is just as well, since the quality of the final image is very much dependent on the settings used. The video source itself must be suitable too. Any source that allows some altering of brightness, contrast and so on helps to provide a better image on which *Cvision* can operate.

When the video source and settings are right, as in our example, the quality of the image is excellent – it is hard to see just what other digitisers costing two or three times the price really have to offer. It's true they can provide a faster, real-time sampling of the image but it's the final output that really counts.

The last item on the menu is to save the image. All grabbed images are saved as standard sprites along with their pallettes. It was here that the only problem arose. Saving a grabbed sprite to a full disk crashed out the whole *Cvision* program crashed out, losing the carefully grabbed frame. However, HCCS promises that this too is being worked on, and free upgrades will be available when the problem is cracked.

It's difficult to fault this unit. It isn't perfect - the grabbing lag takes some getting used to - but the bottom line is that the Colour Vision gives quality colour images at a price that's hard to argue with And once they are successfully saved, grabbed images can be used in a vast number of applications.

PRODUCT DETAILS

Product: Colour Vision Supplier: HCCS, 575-583 Durham Road, Engine Lane, Low Fell, Gateshead, Tyne and Wear NE9 5JJ Tel: 091-487 0760 Machines: All Archimedes, BBC A3000

Price: £79 (£92 for A3000 external podule)



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A5000 2Mb + 80Mb & Monitor + Games, PC Emulator, 1st Word+, Acom DTP, Genesis, tape & parents guide A5000LC System

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A5000LC + Printer
£1659(£12)

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4Mb RAM, expandable to 16Mb, 120Mb SCSI HD	
A540 without monitor	£2495(a)
4Mb RAM upgrade	£250(b)
A540 Technical Reference Manual	£65(c)

Most Acom Systems can be used with the Special Access Upgrade Pack which costs £99 when purchased at the same time.

Educational Prices Available on non-LC Systems. Ask for our Educational Price List

Acorn Teachers' Scheme - Please ring for the latest details.

ARCHIMEDES EXPANSION

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TECHNOMATIC

LASER PRINTERS

All Laser printers carry one year's on-site maintenance contract

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HEWLETT-PACKARD	
HP Laserjet IIIP	£689(a)
4ppm IMb RAM Scaleable fonts/Res Enhancement	
HP Laserjet III	£1015(a)
8ppm IMb RAM HP-PCL5 & HP-GL2 support	(-)
HP Laserjet IIID	£1495(2xa)
Duplex printer as III but with two trays	, ,
HP Laserjet IIISi 2Mb (exp to 17Mb) RAM	£2499(2xa)
16ppm; two trays, HP's workhorse	(/

Optional Upgrades for PostScript and Duplex printing Diamond Edge Support for extended on site warranty available

NEC S62P 6ppm, 2Mb RAM, PostScript Level 2 & HP PCL 5 £1049(a) Emulations, 57 fonts, Par/Ser/AppleTalkInterfaces. PC & MAC can be connected simulteneously.

EPSON

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EPL4000 NEW 6ppm LQ/FX/HP Emulation	£479(a)	KXP4420
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scaleable fonts LQ/FX/HP		KXP4430
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Par/Ser/Apple ports EPL8100 10ppm, 1MB R	£1,155(a)	KXP4455
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PANASONIC 2yr OSM

8ppm, HPII emulation	L024(a
KXP4430 NEW	£635(a
KXP 4450i I I ppm, twin tray	£919(a
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LOW COST POSTSCRIPT SOLUTIONS

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Includes PostScript Level 2 and many new features)	
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These cards plu	ig into printers I/O
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Capon BI10/20 (15 BI300/330	611

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IP/IIP+/IIIP	£40	4000/4100/4300	£55		
IRSi	£99	GQ Toner	£15(d)	NEC	
CANON:		GQ Drum	£99	S60/S60P/62P	£89
LBP 8 II/III	£54	OKI 4/800 Toner	£16(d)	266/290	£79
LBP 4 Series	£49	OKI 4/800 Drum	£98		

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IMb	£50	-		£55
2Mb	£80	£89		
4Mb	£135	£145		£149
Panasonic	4420	4450i		4455
IMb	£59	€59		
2Mb	£89	£99		£129
4Mb	£149	£160		
4430 IMb	£109			
Epson	EPL4000/4100/4300		EPL8100	
IMb	£55		£49	
2Mb	£95		£104	
3МЬ	£149		£149	
4Mb	£199		£199	
OKI OL400/	/800/840 IMb £75		2Mb £85	
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HP Deskjet 500C A4 Colour printer	£405(a)
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KXPI123	£134(a)	KXP1124i	£175(a)

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KXP1654	£339(a)	KXP2624	£289(a)
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techno-I COLOUR VIDEO DIGITISER

techno-I is the leading colour video digitiser for the Archimedes, with features usually found only on the top-of-the-range models for the IBM PC.

techno-I is a very versatile real-time RISC-OS based video digitiser; it can grab pictures from any video source (TV, Video recorder, etc.) and convert them into sprites. The digitised sprites can then be used in RISC-OS applications such as art or DTP packages.

Unlike simpler video digitisers, techno-I separates colour and luminance data while digitising, techno-I handles images in 25 bits, with 7bits luminance and I8bits chrominance (it encodes images in UVL colour space, which mimics the human visual system). This allows you to manipulate the captured images by hue, saturation or luminance; the colours are therefore truly WYSIWYG. techno-I will also give true monochrome representation of colour images.

The incoming video is displayed in real time in a viewfinder; the viewfinder display can be monochrome or colour. The viewfinder can be 1/16 or 1/4 screen area, you are able to drag the viewfinder around the screen.

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The frame buffer resolution is up to 512 by 512, with programmable horizontal and vertical resolution. Complex frame manipulation features are built into the hardware, you are given options to interlace, superimpose or separate frames.

All viewing, video and digitising parameters are software controlled; there are no presets, no setting up, simple connect to a video signal, load the software and digitise!

techno-I features include:

- 25bits resolution, 7bits luminance and 18bits chrominance.
- Contrast, colour and brightness set from desktop.
- Image scaling up to 1280 by 1024 in any 256 colour mode.
- Selectable or automatic monochrome/colour digitising.
- Automatic detection of video signal, field frequency and colour presence.
- Single width podule using surface mount technology.
- Zero wait state 16bit MEMC expansion card.
- All picture adjustments from desktop, no hardware adjustments.

- Uses a single 5V supply, no extra 12V supply
- Comptabile with international TV standards.
 PAL B, G, H, I, M, N, NTSC, 4.43MHz, NTSC M.
 - CTI (Colour Transcient Improver) to sharpen the edges of coloured objects in the picture.
- PSI (Picture Signal Improver) to enhance the luminance content of the picture.
- Automatic gain control, with black level clamping.
- Hardware programmable noise filtering.
- Supplied with latest ChangeFSI release.
 - SVHS input upgrade available.

"A big improvement on the best available from previous digitisers"

Trevor Attewell, Archimedes World "... surprising good value compared to the rest of the field"

Rob Millar, Acorn User "Using techno-I is a doddle ... an excellent and easy to use product"

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techno-I for 300/400/540/5000 techno-I for A3000

(Securely boxed for external fitting)

£249(a) £279(a)

SVHS Upgrade

£100(d)

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techno-ION BUNDLE

A money saving package combining:

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- Cannon ION CCD camera
- SVHS and RF cables

Capture 3-D objects in full colour on the Cannon ION camera. With the supplied rechargeable batteries you can take up to 50 pictures, storing them on the IONs floppy disk. You can then digitise the pictures using *techno-l* to provide high quality sprites, for DTP or art.

techno-ION for 300/400/540/5000 techno-ION for A3000

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techno SCAN II

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PUZZLE PAGE



£25 PRIZE PUZZLE: 'SEVENTH HEAVEN'

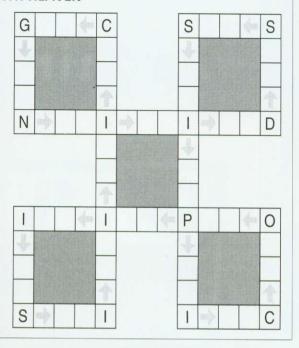
Look at the grid on the right. It consists of five interlocking 'rings'. Around each ring in the direction indicated by the arrows can be written four overlapping seven-letter words. You must find these words and complete the grid. As a guide we have given you the middle letters of each word. Every word starts on an arrowed square.

To find the seven-letter words solve the five sets of clues below. Each set corresponds to one ring. The sets are not in any particular order, but the clues in each set are in exactly the same order as their solutions appear in the appropriate ring. Therefore, if you find the answer to one clue, the last three letters will form the first three of the solution to the next clue and so on.

Clues:

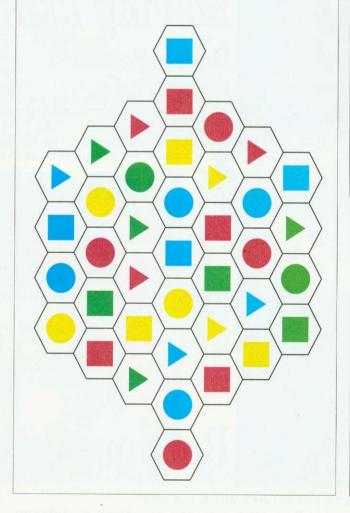
- 1. Replica (anagram); Muddle; Vocabulary; Tapering
- 2. Relation; Dummy; Family; Indian
- 3. Chloride, bromide etc; High-pitched; Opposite; Sprite-like
- 4. Fall; Checkmate?; Corrector; Knocks
- 5. Charged; Church seats; Negotiates; Meeting

When you have solved the puzzle, send your entry to BBC Acorn User, 101 Bayham Street, London Nw1 0AG to reach us byOctober 1 1992. Please mark your envelope October Puzzle. Photocopies of your solution are acceptable. The solution will be published in the November issue and the winner will be announced in the December issue.



SHAPE UP!

Below is a maze - a special maze. Beginning with the blue square at the top your task is to trace a path to the red circle at the bottom. You can move to any adjacent hexagon containing a symbol of the same shape or colour.



RECURRING NIGHTMARE

There are some 11-letter words that begin and end with the same three letters. Without cheating (and using your computerbased dictionary!) can you think of 11-letter words which start and finish with these; cal, ent, mic and und?

NUMBER PATH

Starting with the eight (top-left), trace a path through the grid keeping a running total as you go. You may move left, right, up or down (not diagonally).

Can you find a path to the four (bottom-right) for which the sum is correct? No square may be visited twice and all intermediate results are positive integers.

8	+	4	+	2
-	9	-	6	1
9	1	3	1	5
-	3	+	5	=
7	1	8	=	4

SOLUTIONS

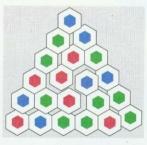
June: The winner of June's prize crossword is Mr J M Bastable of Portsmouth.

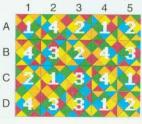
July: The solution to Word Sums was Scots and Kilts. The winner will be announced next month.

August: Changing colours: blue flue flux flax flan clan cyan. Other solutions are possible.

Hex-tricate: Solution shown

Few-tile: The mosaic was made up of just four different tile designs (shown).





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Colour Imaging for Your Archimedes



Desktop version of ChangeFSI supplied with all imaging products. Scanned image editing software is available to allow colour balance to be changed, image mixing and titling, cropping carried out etc in the 24 bit domain.

Desktop Video

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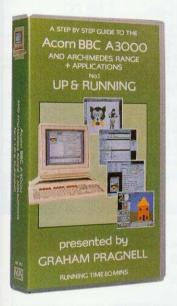
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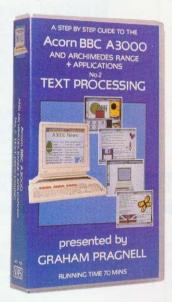
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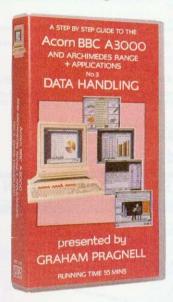
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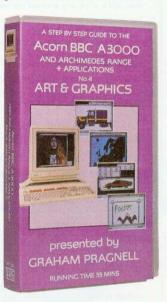
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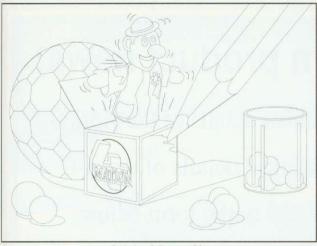
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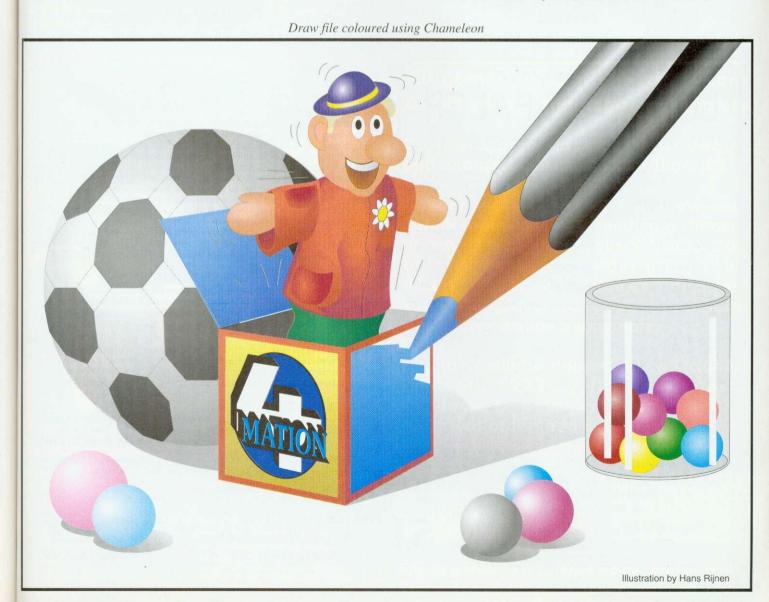
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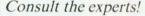


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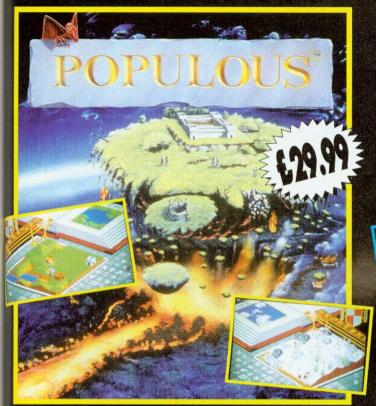
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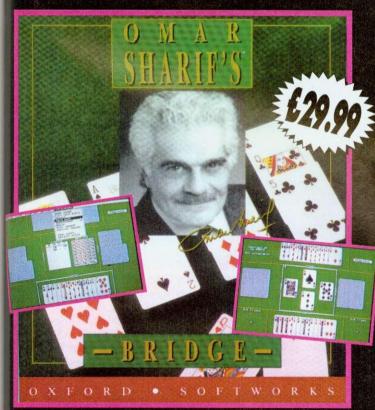




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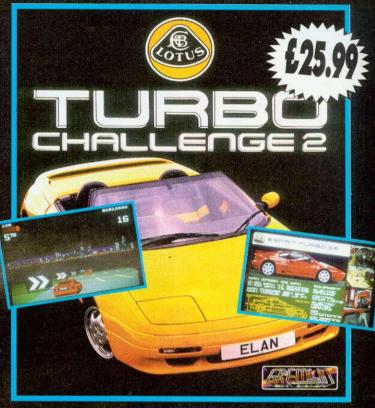


As a Divine Being you have a group of followers from whom you derive your power. The more followers you have and the greater their achievements, the more power you wield. Unfortunately, there is another group of people who follow a different deity. Since there's barely enough room in the world for your own magnificence, two won't do. You must rid the world of the opposition. To do this, you will use your great power to move the earth and your devout followers to crush the misguided.



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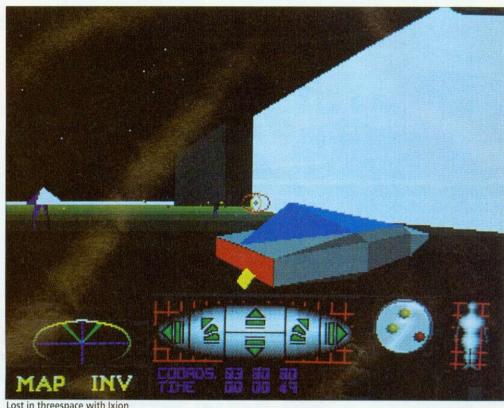


GAIVIE SHOW

t's nearly Show time, and there will be no shortage of excellent games to spend your well-saved pennies on when you get to Wembley. Things have gone into overdrive this year, with a flood of top-notch releases finally coming our way.

The Fourth Dimension reckons it will have both Nevrvon 2 - Technodream and Black Angel ready for the show. It has several other projects in the pipeline too. Dungeon is still at an early stage but is a role-playing game that will involve walking around in 3D dungeons, made up of sprites mapped onto the walls, which gives a strong feeling of depth and solidity. There is also the amusingly titled Galactic Dan on the way, described as a '3D action arcade adventure' featuring ray-traced graphics.

The real heroes of Archimedes games at the moment have to be the team at Krisalis who, as if they hadn't done enough already, are working on a long list of conversions, some of which we will see by the end of the year. Hero-Quest, Pinball Dreams, Omar Sharif's Bridge, Sim-City (under Risc OS), Cadaver, Speedball 2, Lord of the Rings



Lost in threespace with Ixion

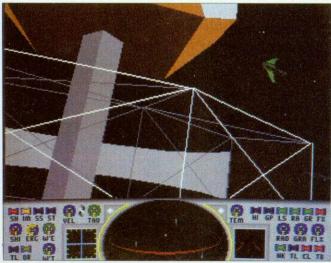
1 & 2. Battle Chess, Powermonger... the list goes on and on. Krisalis will also have a surprise on its stand - the launch of its latest game, Lotus Esprit. It plans to have a two seater Lotus sit-in console with two computers linked together allowing visitors to race against each other. Just like the real thing. I can't wait.

More good news - two new games software houses have just emerged. The first, Image Systems, has already started acquiring the publishing rights for games like Jeeves and Wooster and Sensible Soccer (widely acclaimed as the best football game out of shorts), and has plans for more. After Mr Doo, it will shortly release a game provisionally entitled Globdule which its says will provide some serious competition for Lemmings.

The other new company is called Software42 and it is a dedicated Acorn outfit which will have a large clutch of games at the show including Ixion, a 3D vector puzzle solver. It has ambitious plans to exhibit a flight simulator called WolfPack on the stand as well as a cutsie platform game, a beat 'em up and a shoot 'em up. For the future, a company spokesperson said, there are firm plans for Amiga conversions.

Another bit of gossip - the Coinage team, of Pesky Muskrats fame, is working on an Archimedes version of the superb game Paradroid-90. This originally came out on the Commodore 64 and has been a hit on many formats ever since. In it, you play a small droid among many other bigger droids and you must take over their personalities in order to clear your spaceship of rogue robots.

Fans of more cerebral games will be pleased to hear that Turcan Research systems, which brought us Waterloo and Dreadnoughts, has revised the latter to run cheek by jowl with Risc OS and will have both this and also an original simulation of the battle of Gettysburg at the show. Gettysburg is regarded as the turning



Black Angel - do these ships look familiar?



THE STERLE SURFACE OF THIS HORN
HIDES AN GROENGROUND CANDER OF
EDER. ALTHOUGH LITTLE IS JOHN TO
EDER. HIS HOLLER SURFACE
THE RECTURE THE RECTURE WAS COURT
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Just enough time to change some dosh and get in the duty-frees

point of the American Civil War and it should be a fascinating experience to observe and direct the two sides blasting each other into tiny pieces.

Another battle strategy game has been developed by Domark, though it may eventually be released through another company. It's called *Nam* and is a purely strategic simulation of the Vietnam war, in which troops and resources must be managed efficiently to ensure victory. You observe all this, godlike, on an overview map of the entire country

and direct the action taking place below. Domark has been secretive as ever about the details and it may be a while before a release date can be obtained.

The mysterious title under development at Superior Software, mentioned last month, appears to be taking shape. The working title is *Ego* and when it comes out, probably late October, it will be a simultaneous release with the 16-bit versions. However, the elephant character who features as the hero on the

standard version may well be absent from the Acorn game: there's a strong rumour that a certain lizard may well be back in town. Yes, *Repton* is (probably) back! *Ego* will involve collecting bits of a set of jigsaws, negotiating the usual logic puzzles and assembling the pieces against the clock. It sounds mighty good and it will be nice to see ol' scaly-face again.

Some advice for those of you holding your breath, waiting for release two of Karma: sneak a few puffs or you risk turning blue in the face. Periscope Software reports that although work is 'progressing steadily' it will be five months before voyagers can really go where no man, woman or thing has ever been before. Even if accomplishment such an seems unlikely, Karma will at least have achieved a separate milestone: it will soon be five years since the project was first begun!

Finally this month, a new game going by the name of *Guile*, from the authors of *Air Supremacy*, should be available at the show. Coming from another new company, Dream Ltd, it's a sort of a *Zarchy*, *Elitey* affair, in which you play a poor humble character who

has to earn his bus fare to the next planet by trade and cunning, using dog-fighting skills. You fly around in a complex series of underground tunnels, depicted in 3D, picking things up and doing battle with all and sundry. The nearly-finished version is very funny (there's an ice-planet called Chillianosov) and great fun to play. Keep an eye out for it at the show, along with all the other new releases. Looks like October 16th is Games Day!

Matt Tizard

THE FUTURE BECKONS

The last few years have been frustrating for Archimedes games fans. Here we sit, with the most colossally technically superior home micro in the entire cosmos, and all the prizes in the games sweepstakes are swept by competitors of the ilk of the Amiga, the PC and – heaven help us – the poor old Atari ST.

There are three reasons for this. First, the Arc has a poor showing in the global market, and the games market is quintessentially international. Second, it's always been just that little bit too expensive. Thirdly it's always suffered from its lack of a standardised joystick port.

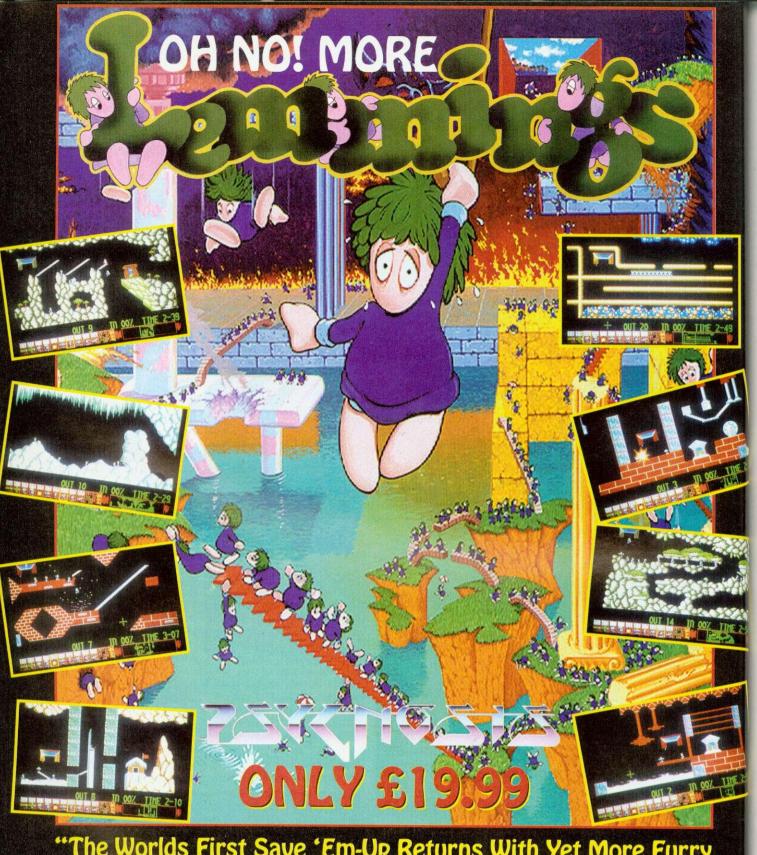
All this is due to change with launch of the new range of Acorn game machines (see page 19). Some would still argue that at £499 inc VAT, the new A3010 is still a tad too costly compared with, say, the new Amiga A600.

But the important thing is that Acorn has finally broken through the £500 barrier, which is the point at which software houses are prepared to consider a platform as being a games machine. And – it has a standard nine-pin joystick port. No more key punching!

The signs of change are already with us. *Guile* and *Ixion*, pictured on these pages, are both from entirely new software houses, chancing their hands in what may be the new land of opportunity, and a vast avalanche of conversions of classics from other machine formats is in the offing.

And we have one advantage here in the Acorn world – we'll only get the best as all the dross has been sifted out.

Fin Fahey



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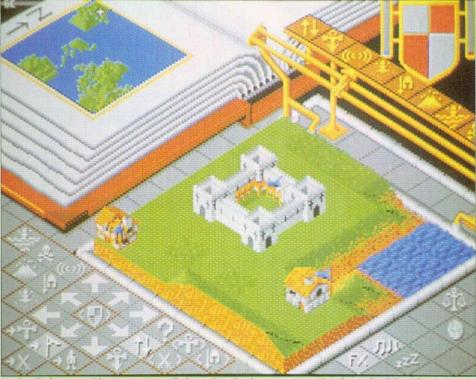
POPULOUS

Krisalis Tel: (0709) 372290 £29.99 Risc OS machines

Populous has finally found its way on to the Arc. This is one of the small handful of games that seizes people's imaginations and refuses to let go. When it was released in the 16-bit world, it spent the best part of 1989 at the top of the software charts.

I think the appeal of the game is similar to that of Lemmings - people seem to love absolute power being handed to them on a plate so that they can wield it in unnecessarily large amounts. There's plenty of wielding to be done here, since you take the role of nothing less than a deity; albeit a paranoid deity with a mischievous nature, but really quite well-meaning. The problem is really that 'this universe ain't big enough for the both of us', since another evil deity is trying to muscle in and gain more followers than you. What you must do is mould the world using your great powers and influence your followers to 'crush the misguided'.

Battle takes place in an enormous number of different worlds, some predefined, some computer-generated, which you share with the evil people. The terrain of each has a different graphical theme, such as a desert or arctic region. You view one small portion of the world from an isometric viewpoint and you can scroll over



Having God on your side means a centrally-heated castle, three square meals a day and a dishwasher . . .

the whole landscape at will. It's all in 3D with hills, vallevs, rocks, vegetation, settlements and lots of people dotted about. From your vantage point you have access to a number of control icons which can be used to influence the behaviour of the people who follow you.

Your incarnate representative is the leader of the people, who carries an ankh (a sort of Egyptian cross) about with him. The leader of the evil people lugs a big skull around! Up at the top left is the Book Of Worlds which shows a map of the current world, with coloured dots representing people and buildings on it. You can click on any point on this map and the central area zooms straight there.

The 'walkers', as your people are known, are initially primitives scattered over the land. You instruct them, not individually, as in Lemmings, but collectively. They exhibit their devotion to you by worshipping at your shrine when instructed or by merging to form stronger men who have a better chance in battle.

The best way to increase the size of your domain and produce a fruitful populace is to flatten out the local land and instruct the chaps to settle down and build on it, which they proceed to do with glee. If you keep helping them they soon get better at it and they progress on through wigwams, wattle and daub huts, houses, forts, and finally castles.

At any time you can use the Query icon to obtain information about any member of either tribe, providing information on strength and how primitive or developed they are. Query can also be used to click on the flags of settlements to see how full and well-defended they are. You have no control over the hand-

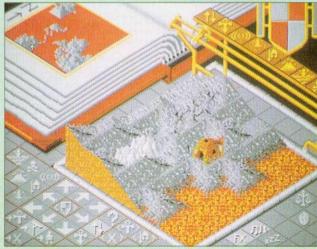
to-hand combat and so you leave them to it. It's great fun to watch, though.

Some of the control commands require the expenditure of mana, which is a reserve of divine influence and some is used up every time you zap the earth with your celestial power. The 'divine intervention' special effects which drain your mana include earthquakes and volcanos, and you also use it up when you sculpt the landscape.

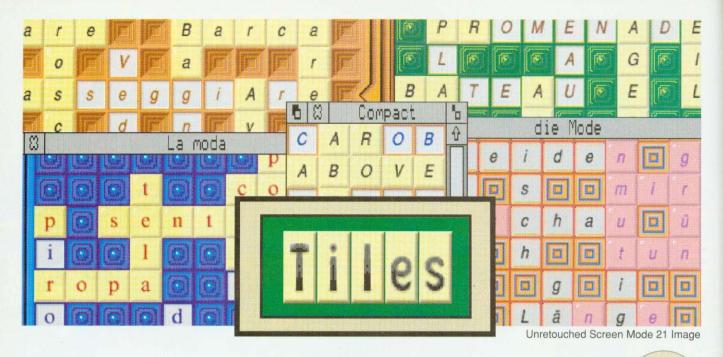
If you're into mass carnage, then the Armageddon option will be of interest; here both sides' shrines are placed together in the middle of the map and a ding-dong battle involving everyone ensues.

The graphics and atmospheric sound throughout are both superb, and there is a plethora of game options: you can customise more than 60 parameters, make the computer play itself or adjust the maps to your own designs. There's even a tutorial mode for beginners. There is enough here to keep you glued to your Archimedes for some time. If this isn't a smash hit, I'll eat my mouse! Populous 2 is already on its way, but that's another story.

Mathew Tizard



...but this could happen when you back a loser



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Superior's formula of bundling oldies with new releases all for the price of one shows no sign of stopping or, indeed, becoming anything less than exceptional value for money.

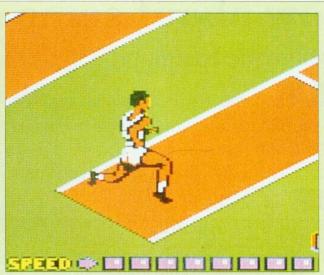
Most interestingly on this compilation is a conversion of Tactic, not from Beeb to Arc but from Arc to Beeb. As you remember, Tactic involves piling up the bewildering hail of funny blocks and balls which tumble from overhead and making structures with them, according to a specification given you by the computer for each level.

You might have to make, say, three towers of four of the same blocks or a diagonal line of three for example. Anyway, this all sounds easy enough, until you get to the later levels, ing, if infuriating quiz game in

which become very frenzied, especially with two competing people playing different games at once. This is a pretty faithful conversion and loses none of the atmosphere of a game where atmosphere is everything, and presentation is secondary, although that's good too.

Fondly remembered by anyone who ever zapped aliens with intent on their Beeb is a real classic - Video's Revenge. The game itself resembles a vertical version of Defender. You cruise up or down against a backdrop of parallax stars, mercilessly annihilating all who stand in your way. Bonuses can be collected to give you 'inviso-flight' which enables you to hide from the nasties, or triple firepower. Here are some of the most vicious aliens I have encountered, including those clusters of little swarmy horrible things, as in Defender. If you're after an alien-frying challenge, this is for you.

Masterbreak is an entertain-



Another mix of newcomer with golden oldies

which you have to pot snooker balls in the usual alternating way, answering questions as you go. Reds are general questions, and the colours correspond to categories, but it's all over as soon as you make a single mistake. The game really comes into its own with more than one player, and then it generates the maddening atmosphere of all trivia games.

To complete the compilation comes Summer Olympiad. originally from Tynesoft, where you compete in fencing, skeet shooting, hurdles, triple jump and high diving. Each of the events is adequately simulated, but I felt that the fencing event was unpolished next to the others. All in all, though, a good buy for Beeb owners.

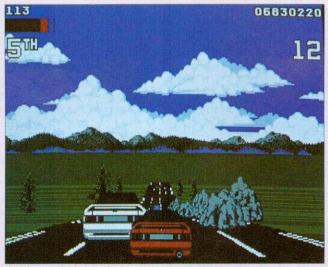
James Spurdon

LOTUS TURBO ESPRIT

Krisalis Tel: (0709) 372290 £25.99 Risc OS machines

I can remember when a racing game was a matter of looking down from an overhead vantage point onto a race-track and observing tiny little flat buggies that chugged slowly around the course. Those days are long gone. Here we have a grown-up racing game of the sort that will makes your stomach temporarily migrate to your mouth when you go over a hill.

Lotus Turbo Esprit puts you behind the wheel of an extremely powerful machine. This is self-evident when you



Watch out, Nigel Mansell

dense city fog to the middle of a desert. Weather conditions are usually against you, but the car responds to its environment superbly, skidding on ice, look at how smoothly the road slushing through water and twists and turns from side to getting tangled in tumble-side as well as up and down, weeds. If you hit a log, you are causing something akin to catapulted into the air for sevmotion sickness. Each of the eral metres! You have to watch eight levels is a different driv- out for rocks and ice on the ing environment ranging from roads, but nothing seems to

actually kill you, you are merely knocked off course.

Roadside objects, advertising hoardings, trees and cacti are all effortlessly scaled up as you zoom by, providing a strong feeling of depth to the display. The Arc seems to have no trouble in maintaining a smooth frame rate throughout really good driving games. even with snowflakes everywhere or rain falling. Small

graphical touches add to the atmosphere - you can see the wings of rival cars when alongside them and the tunnels loom up at you as you enter them. There is even a scenario on a motorway that has no central reservation and consequently it is all too easy to stray onto the other side of the road and have to face the oncoming traffic. After you've done that once, there is not usually a second time!

You have the option to race with an automatic or manually controlled gearbox and the game becomes really exciting when two people simultaneously compete against each other. In two-player mode, the screen is divided into two and you share the keyboard, the track, the race and a ruthless desire to win with another manic Lotus player.

This game shows great attention to detail, and provides the competitive thrill which is the hallmark of all Another winner.

Josef Koestler

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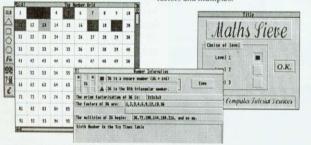
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OH NO! **MORE LEMMINGS!**

Krisalis Tel: (0709) 372290 £19.99 Risc OS machines

Just when you thought it was safe to switch on your computer, along come more of those kamikaze rodents, the one and only lemmings. If you have already seen the original game, you'll know the idea is to save as many of the little green guys as possible from impending death.

Lemmings are pretty stupid creatures and will wander around aimlessly, walking into must travel. Each lemming, all sorts of dangers and traps. Stick a lemming in front of a perilous cliff and it will quite happily amble over the top to meet its maker.

The idea is to get a number of lemmings from a small hatch to their home in a set time. Life is never simple, though, and there are usually a few obstacles over, under or through which the lemmings game, of which there are 100



Oh no! - the little stumpy green ones are back!

and remember there can be up to 100 running around on screen at once, can be given a task to help his fellow victims, such as building bridges or digging holes. Lemmings can be made into 'Blockers', who keep the others at bay while bridge builders or tunnelers do their thing.

The first few levels of the

ranging in difficulty from 'Tame' to 'Havoc', are very easy and get the player used to what's what. After that things take a distinctly difficult turn, and it's not long before the hair-tearing begins. Further into the game, as well as getting past obstacles, the lemmings must navigate different 'traps' such as steam hammers and nasty spikes. These are to be avoided if you don't want

the job of cleaning up bits of lemming, the result of a liaison between creature and machine.

Like the original Lemmings, the graphics are extremely well drawn considering they are all in Mode 9, that is 16 colours. New backgrounds range from rocky caves to snow-covered tundra and even new lemming homes have been designed so they fit the new scenarios.

Musical accompaniment is provided with 25 new tunes that bounce along in a lemmingish kind of way. In addition, humorous sound effects are used liberally, such as 'Let's go!' and 'Oh no!', which signify the beginning and end of a lemming.

Oh No! More Lemmings! is actually a supplement disc which means that you'll need a copy of the original game in order to play. If you already have Lemmings, £19.99 does not seem too much for the extra screens. If however, you don't have either, you will have to fork out almost £45 for the privilege.

Rob Miller

CYBER CHESS

Fourth Dimension Tel: (0742) 700661 £49.95 Risc OS machines

Cyber Chess, the latest offering for chess fans, tries hard to overcome the failings of other chess programs.

Most commendable is the attempt to cater for the full range of abilities. A well-presented tutorial for complete beginners is provided and the program itself offers a beginner's mode whereby the computer can be forced to play 'badly' until you get the hang of the game.

Much is made of 3D displays - Cyber Chess offers both 2D and 3D, although the perspective is not very convincing. However, many chess players prefer to copy moves on a real board, so this is a minor concern.

The game is recorded in a window and clicking on any move will set the board to that position, a feature very useful

for post-mortems. And you can save games as text and Draw files so that they can be DTP'd if you wish, something that chess enthusiasts and clubs might find helpful for presenting their games.

But how does it play? The standard test is to play it against another program, so I pitted Cyber's might against good old Chess from David Pilling Software.

Cyber Setting to strength, I played two 10minute, two 30-minute and two 90-minute games between the programs. Cyber seems to use 'real' time whereas Chess appears to only count 'thinking' time, so to compensate for this I reduced Chess's allocation until both programs seemed well matched. The results were quite surprising.

Chess beat Cyber in both 10-minute games but the two programs won one game each in the 30-minute and 90minute categories, giving Chess a slight edge in performance. Oddly, all four longer games were won by black.



Cyber Chess lets you play in three dimensions

Chess won its 90-minuter by a neat trick which captured the queen. In the other long game, Chess ran into time trouble and after a rambling endgame, Cyber promoted a pawn and won. Computers are notoriously bad at endgames; Cyber offers nothing new.

I also tried Cyber Chess at a problem or two. White must mate in three moves in the

position shown, which Cyber solved in about eight minutes on an Arm3 machine. Chess found the winning move in just under six minutes.

David Pilling's Chess costs much less and plays better and, although Cyber Chess can cater for beginners, at £50, I would expect much more for my money.

David Acton

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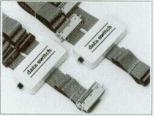
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I have an A3000 computer and an Epson LX-400 dot matrix printer. I have tried to print pictures which I have created using Draw, but I have always been unsuccessful.

I've been told to drag my save file to the PrinterDM icon, once it is loaded on the desktop. I've tried this many times, but have not been able to print a picture yet. Can you help me?

> Chris Osborne Hants

Assuming you can print A Assuming you from other programs, your computer and printer are probably all right, so you can check whether the software is the problem using this routine: Load the Applications 1 disc and install PrinterDM on the desktop. Drag the DrawDemo file until it's on top of the dotmatrix printer icon and let go of the mouse button.

If it doesn't print out, use the Select and Menu buttons on the mouse to make certain the driver is correctly set up for your printer - probably an Epson FX setting connected to the parallel port. Try printing DrawDemo again. If this still doesn't work you may have a problem with the application.

Another possibility is that you're trying to print your data before the desktop has seen Draw. In this case, your file appears in the disc window as a white box instead of the normal drawfile icon and when you try to print, you get a message which says "I don't know how to print draw files, shall i print it as plain text" (YES/NO).

This message varies from machine to machine, for instance it could say. "Confirm: This is a type &AFF file; do you really want to print it?" (YES/NO).

If you say YES, anything could happen - the printer will probably hang up or print gibberish. The computer is trying to print your picture, but it doesn't know how. If you install Draw on the desktop before printing, your problem should be solved.

JESTIONS

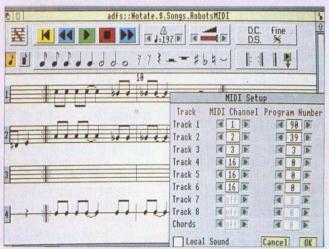
ANSWERS

STAR QUESTION

My computer is an A5000 on which I have Maestro and Notate music software. I also have a Casio CT-670 keyboard which has sockets marked 'MIDI IN', 'MIDI OUT' and 'MIDI THROUGH'. What do I need to purchase to connect the two and will it prove expensive? My mind goes blank when faced with sockets, wires and circuits.

Elaine M. Jones

To start with, you need a Midi card and a cable to connect the computer to your keyboard. Cards cost around £70 and take the form of either an expansion podule (e.g. Acorn, EMR) or a small circuit board that plugs into the Econet slot (Vertical Twist). Neither are particularly difficult to install - you just unscrew the lid and plug it in. Then you can think about software. Maestro is designed purely for internal sound and is not Midi compatible. Notate, on the other hand, has a Midi output facility which allows you to play music back through your synthesizer. If you want to use the Casio to play notes into the computer you'll need more software. These vary in price from about £70 for a keyboard tutor to £200 for a fullblown sequencing package.



Notate gets on well with synthesizers

For my major GCSE CDT Technology project I am building a computer controlled floor robot using the user port. Programs that access the BBC user port write to a memory address. Is this possible on the Archimedes?

> **Chris Hinds** Surrey

Yes, it is, assuming that you have an I/O podule for the Arc. However, if you

want to keep your software neat and easily portable between different hardware versions, I recommend that you talk to the user port via OSBytes &96 and &97.

If, for some reason, you must circumvent the operating system, this is how you do it: The Arc makes extensive use of relocatable modules and the addresses you require will vary according to what is installed. It is, therefore, essential that your code asks the opsys where these locations are each time the program runs. To. do this, find the start of SHEILA invoking SWI O Podule Hardware" which returns (in R1) the base address of the I/O Podule. SHEILA starts at &2000 above that, though this may vary between podule versions. As the podule stores variables in four-byte words rather than bytes, the offsets you need are their BBC equivalents shifted by two bits (i.e. multiplied by four). This means that the User/ Printer VIA lives at SHEILA addresses &180 to &18C instead of &60 to &6F on the Beeb.

For more details about programming the User Port, consult either The Advanced User Guide for the BBC Micro, or the BBC Master Reference Manual.

I am desperately seeking a wall-mounted, articulated bracket or stand to hold the AKF17 monitor I use with my A3000. I have been advised not to use a TV wall bracket as they are not deep enough to hold the monitor safely. Have you any ideas?

Jean Raza Leighton Buzzard

Monitor supports are A very common in the PC environment. There is such a variety of monitors available I'm sure you could find one. A good place to start looking in free accessory catalogues from business suppliers like Misco.

I am a keen BBC Micro user and have had my model B since 1982. I want to buy some of the older classic games and utilities but none of the shops in my area sell them anymore, so where do I go? I also get problems with my cassette tapes. When I type *TAPE <RETURN> and then CH."" <RETURN> nothing happens. All I get is the sound of the tape through the Beeb's speaker.

> Conrad Gay Cornwall

Although most of BAU's advertising deals with products for 32-bit machines, careful inspection of these pages shows a number of dealers who still sell BBC games and utilities. Dabhand Computing (061-766 8423), Software Bargains/Mercury Games (0532 436300) and Watford Electronics (0923) 237774, to name a few.

On the cassette front, it's likely that the signal is either too quiet or distorted in some way. Try cleaning the tape head and pinch rollers with a little isopropyl alcohol and if that doesn't work, try another tape recorder. If this fails, you've got a hardware fault and your machine may need to visit the menders.

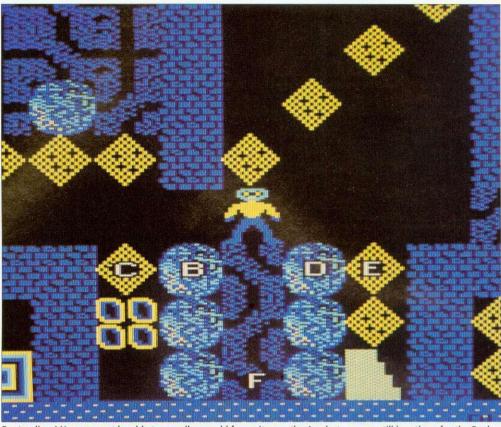
Please help me with a problem that is seriously affecting my A3000. Sometimes, on power up, I get error messages like "Address Exception at . . ." and "SWI not known" before the Desktop appears.

When I list the modules, nearly all of them are dormant and they don't always come back when I reset the computer. None of these problems existed before I installed a 1Mb memory upgrade, but I would hate to think that this was the cause. I have a list of suspects; a hardware fault, a virus in the Cmos Ram, a flat battery (the machine is over two years old) or a faulty upgrade. What do you think?

> Stephen Scott Surrey

A It's not a virus, because the little beasts only infect magnetic discs and, so far, no one has invented one that actually eats silicon. In an A3000 this problem might be caused by a memory upgrade not sitting on its pins properly.

Giving it a quick wiggle will cure it temporarily but it is best to remove the upgrade, which is not easy, and clean the pins with some alcohol. You may have a hardware fault but my money's on the flat battery. Try replacing it, then reinitialising any dormant modules. reconfigure the machine and see if the problem recurs.



Repton lives! You may not be able to run all your old favourites on the Arc, but you can still buy them for the Beeb

When I sold my Master Compact and bought an Archimedes, I anticipated that some of my old favourite games such as Repton 3, Citadel and Elite, which I find more addictive than their Risc counterparts, would work on my Archimedes as though I still had a BBC. But this is not the case.

The Emulator struggles to load anything more than Ghouls and it does even that badly. I assume that the Emulator supplied on Applications disc 2 turns the Archimedes into a BBC B which works just about perfectly, and that my problems arise from using ADFS versions of the software. Is there a Basic command I can use to make everything run fine?

Chris and Mike Hayles Coventry

It would be nice if there were a magic button on your Archimedes that could turn it into a precise simulation of any other computer you've ever used but, sadly, there's not. In fact, your problem is probably the software itself, rather than the fact that it's a Master Compact version. When the manual says '65Host substantially emulates a BBC Model B microcomputer', it means it will cope with 'legal' Basic and a certain amount of 6502 code (perhaps 75 per cent of all BBC programs written).

This doesn't mean that it runs powerful, sophisticated games that push the design to its limits. Games programmers are notorious for using every available trick to make things bigger and faster so it is their work that often defeats the Emulator.

Machine emulation, like so many things, is subject to diminishing returns and the cost of producing a 100 per cent 'virtual BBC' on an Archimedes, assuming it has the power to do it, would be phenomenal.

The National Curriculum document for mathematics assumes that schools have computers and requires their use in certain areas, for example, 'using spreadsheets to explore number patterns'; 'using computers to generate and transform 2-D shapes'; 'devising instructions for a computer to produce shapes and paths.'; 'inserting, interro-

gating and interpreting data in a computer database' and 'using a computer to investigate whether a sequence given iteratively converges diverges'. Can you tell me what relevant software is on the market?

> D. J. Luke Salisbury

Although the authors of the National Curriculum were committed to the development of Information Technology in Education, they also tried to avoid making schools spend extra money because of their 'innovations'. So most exercises suggested in attainment targets involve cheap, wellestablished software.

Most of the data-handling problems can use any database and spreadsheet, from old faithfuls like Newman College's Grass and Grasshopper on the BBC, through to modern stuff like Colton's Pipedream4 and Longman Logotron's Pinpoint on the Archimedes series. The 'shape and space' references are all aimed at the Logo programming language, implementations of which are available for all

Acorn machines. It's also worth looking at the SLIM-WAM series of discs from the Association of Teachers of Mathematics (0332 46599)

After much deliver over whether to buy an an appendix Acorn computer or a PC, I recently purchased an A5000 and am very pleased with it. I plan to use it to write software for designing optical systems and other applications of a mathematical and technical nature to run on the Desktop.

These programs will involve enormous numerical computions that would be aided by a numerical coprocessor and a compiler. When is Acorn planning to release such a coprocessor for the A5000? Are there any compilers currently available with an option to generate code for a coprocessor? I could use a C compiler at the moment but am reluctant to spend up to £200 on one if I then have to upgrade it when a new chip is released.

N Ellis Old Harlow

Although the Acorn Although the floating point co-processor has yet to be released, the machine codes required to

CORRECTION BOX

In August's Q&A, we said that JPEG was a proprietary format belonging to DT Software. This is not the case; JPEG is a public domain file format developed by 'workstation' programmers, and its authors positively encourage its use. !JPEG, on the other hand, is an Acorn compression application belonging to DT that creates JPEG format files. JPEG compression is also available in the public domain, via bulletin boards. Thanks to Eivind Hagen in Norway for this correction.

operate it are part of the original reduced instruction set, designed at the same time as the first Arm chips.

Current C compilers already create floating point instructions by default which are sent to a software module called the FPE (floating point emulator). When a floating point chip becomes available, existing code should address it without difficulty.

As a budding keyboard As a budding Rejection player, I would like to be able to make full use of Midi, being able to save and replay tracks on a sequencer. My first thought was to get an Atari ST with a C-Lab application, but why should I buy an ST, when I already have an A3000? Does anyone produce such a package? I can't find one.

> David Wilson Winchester

If ever there was an A application that cried out for a multi-tasking Risc processor, it's music sequencing but, to date, few manufacturers have taken up the challenge.

C-Lab's Notator for the ST has got to be one of the finest music applications available on any platform, but £850 for a new computer and software is an expensive way of 'dipping your toe' into Midi sequencing. At present, there are two Arc sequencers on the market that you may wish to look at, with rumours of more on the way. Check out Pandora's Inspiration from Ampsound (0727) 50075 and EMR's Studio 24 Plus (0702) 335747.

If want to work with stave notation, look at Clare's Rhapsody II (0606 48511) and Longman Logotron's Notate (0223) 425558.

As a student who has just survived GCSEs and hopes to pursue a career in Electronic Engineering or Information Technology, I wonder if you can advise me of any software I might find useful in my work?

> **David Winters** Dromore, Co. Down

For your future career, A I would start with a wordprocessor and probably graphical spreadsheet (Pipedream 4, Eureka) and decide on further purchases later. If you follow an IT or engineering path, you might well need a CAD package and/or a C compiler.

I have seen demonstra-Q i nave seen demonstrations of Acorn machines with flashy PC-style 3D icons on the windows. How can I get these icons on my A3000? Is it just a case of redefining the sprites?

> **Mohammed Ibn Habib** Khartoum

The icons you have seen A are a feature of Risc OS 3 and cannot be obtained on your A3000. When Risc OS 3 is available, then you can define your own.

CUSTOMER HOT LINE

Every month in BAU, Alan Glover from the Acorn customer service department offers you Acorn's advice

Becoming a Power-User - Part 3

We conclude this look at some of the features of RISC OS that make life easier by examining new RISC OS 3 features. Some of these require the support of the application concerned to work.

- Dragging one or more objects between two directory viewers copies them to the directory. If you hold down the SHIFT key the objects will be moved rather than copied. On RISC OS 3 objects will be renamed rather than copied if possible.
- Help (ie from !Help) is now available on menu entries.
- Clicking on the Toggle Size icon with SHIFT held down will open a window to it's largest possible size without obscuring the icon bar.
- If you drag a scroll bar with the Adjust button and the window has both vertical and horizontal scroll bars the pointer will temporarily disappear, and the mouse can be used to scroll the window in both directions while you hold Adjust down.
- If you click Select within a directory viewer in a position which is between objects, you can then drag a rectangle around all the objects which you wish to perform an operation on. Individual objects can be added or removed from the group by clicking Adjust on them.
- Clicking on the close icon of a window with SHIFT held down does not close the window, but instead 'iconises' it on to the Pinboard (the Backdrop program). Double-clicking on the iconised window restores it
- While a window is iconised, you can get at the relevant menu for that window by using SHIFT-Menu with the pointer over the iconised window.

- SHIFT-F12 brings the icon bar to the front of the desktop (beware applications which also use it!). It can also put it back at the back.
- CTRL-F12 starts a Task window.

QUESTIONS AND MYTHS ABOUT VIRUSES

Viruses are becoming more common on RISC OS machines, so here are a few common queries answered (see page 146 for more information)

- Should I inoculate my files?
- Do not use any inoculation program. It is not possible to simultaneously inoculate against all the known viruses.
- I've got a recent version of a virus killer and that doesn't find anything. So I'm protected, right?

Wrong. The virus scene changes very rapidly. If the program you are using is more than three to six months old, it will not detect the newest viruses and newly discovered strains of existing one. Futhermore, using an out-of-date program gives the possibility of spreading a virus through your system as it scans, and of corrupting data when attempting to disinfect a file.

Can a virus reside in the CMOS Ram?

No. The CMOS Ram is only used for data storage. Program code is never executed within the CMOS Ram. In addition, it is only 240 bytes long. However, some viruses do use CMOS Ram locations for data storage.

- Can a virus survive a CTRL-Reset ?
- No. However, it will probably not take long to reload it see below!
- How can I be infected with a virus?

Opening a directory viewer on a directory containing an infected application is enough - you don't have to actually use an application that is infected.

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/lusio

International Express French Recognity 12:12 6 April 12:13 1933 Tourised U.K. CXX 1 210 07:13 947:654 International Express 92/93 e nassuamene : ACRES DE LA Tue, 87 Jul 1992 89:24 Statement 1500.00 Inveicing rent Account Paid Cd: Heading Or 06.06.1992 06.1992 London In L Cash in Hanne92/1 158.62 N 23.62 58.62 ACincome: Sal (6)01 Constitute all the last parties SCHEE 8 Services 17.58 C Sales 188.8 23. 86 Off The most comprehensive accounts program yet seen for the Archimedes series of computers. Prophet's windows are dynamically linked to each

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See the reviews in Archive Magazine May 1992 - if Acorn were to market a business package then Prophet would be one of the essential parts.

...and Risc User Magazine July 1992 - Invoicing is a joy to use...anyone requiring an accounts package would do well to look at Prophet...it fulfils all my needs for now and the future.

...and Archimedes World September 1992 - what makes it the best is its ease of use...comprehensive, fast, brilliant!





...and Acorn Computing October 1992 - the manual proved to be the most readable computer handbook, the first in many years that I have read from cover to cover...give Prophet full marks.

(see us at the Acorn User Show - stand 81)

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pose World Files 1 is a collection of twentyeight a files for use with Compose World. The disc tains files which cover a wide variety of different scal styles and structures as well as files which make of the picture display facility of Compose World.

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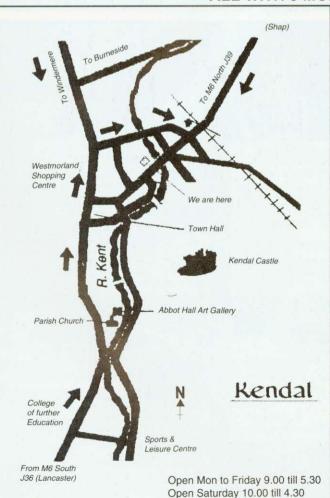
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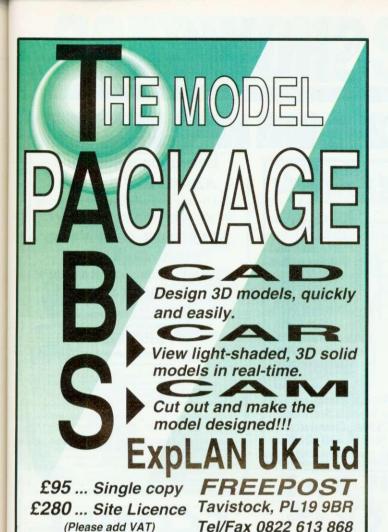
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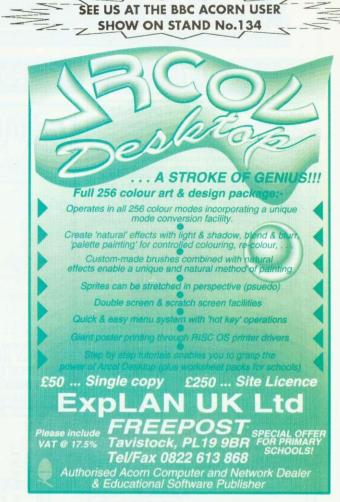
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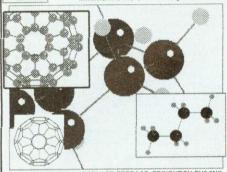
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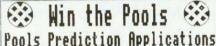
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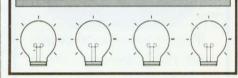
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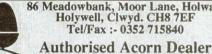
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LETTERS

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Reviving old programs does have its problems. When I typed in the Hemera listing. (Pieces of Eight, BAU August 1992) I discovered that the process of unearthing old listings is not so simple.

The new version of Hemera had been RENUMBERed since January 1990 and will not work in its renumbered form. One of the dangers of the RENUMBER command is highlighted here. RENUMBER copes fine with say, RESTORE 1000, changing the line number to a new value.

But when a RESTORE statement contains a variable such as RESTORE x%+10000, RENUM-BER fails. Unfortunately the original Hemera listing is stacked full of such commands, because of its extensive use of DATA statements.

If anyone else typed in the renumbered version, here's how to make it work. First make these changes:

Line 660, change 1070 to 740 Line 2950, change k=4109 to k=3090

Line 2960, change FOR I=0 TO 3 to FOR I=0 TO 30 STEP

Line 4140, change RESTORE RESTORE f+6140 to (f*10)+4170

The more difficult problem is getting the Help screen to read in properly, and this involves tweaking the line numbers:

Line 3620, change RESTORE (G*10)+3000 to RESTORE (G*30)-3540

Line 3740, add,* the the end of the line

Line 3750, delete

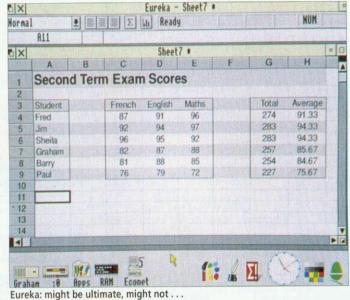
Line 3860 remove, * from the end so it ends f2."

Add new line 3865 to read DATA *

Then you can safely type RENUMBER. This will reserve three lines of Basic for each Help screen (hence the 30 in line 3620).

I hope these changes will help all you frustrated diarists! Hemera is very long, but take it from me, once it's right it's worth the sore fingers from typing it in.

Wayne Clarke Hartlepool



JUST A PIPEDREAM

You seem to have forgotten the first law of computers software which is heavily hyped before release is invariably late and almost always fails to live up to expectation.

Your gushing review of Eureka under the cover banner of 'Is Eureka the ultimate spreadsheet?' tells us that rather than being a Risc OS compliant spreadsheet program designed for the Archimedes, Eureka aims to be a clone of Excel (which version isn't stated) but without major features which 'may be available in a later version'. Hardly the ultimate spreadsheet.

You accept without criticism, Longman Logotron's claim that this will be better than anything that's available. I suggest readers would be better advised to look at Pipedream 4, a spreadsheet program that is Risc OS compliant, has been designed for the Archimedes, is not only available now, but is the strong market leader, with 20,000 licenced users. I hope you will agree that this is better than anything not available now and whose collected missed release dates rank high in the vapourware hall of fame.

> Robert Macmillan Colton Software

In our September issue, we did make it clear that the article in question was a preview of Eureka, not a review and that bugs were still being ironed out. Eureka is also a dedicated spreadsheet, not a multi-functional package like Pipedream. As for our banner about Eureka being the ultimate spreadsheet: it posed a question, rather than made statement.

Longman Logotron, rather than hyping the package, was actually very cautious in releasing it to us before the full release version was available. The company already produces many packages for the BBC micro and the Archimedes, but surely there is nothing wrong in using ideas which have been successful on other platforms?

We recognise the success of Pipedream - indeed this magazine recently carried a demonstration disc on the cover. Your undeniable market leadership should be a strong enough defence against a new competitor. and we hope to carry an indepth comparison of spreadsheet packages in a future issue of BAU.

ART FOR ARC'S SAKE

I hope someone from Electronic Arts reads this letter, as I am pulling my hair out over the lack of decent art packages for the Arc. Although they do radial gradient fills, all the current Arc packages lack the basic tools and ease of use offered by some packages on the PC, Commodore Amiga or the Atari ST.

Please, can someone convince a software house that they should produce Deluxe Paint in Arc format. Before I owned an Arc, I possessed an Atari ST. I will never revert to this make of machine, because the Arc is a far superior computer. However, when Deluxe Paint ST was released it pushed the ST to its drawing limits, but didn't suffer from the defect of having an unfriendly user interface.

Deluxe Paint in any format is damn near perfect. I won a prize in one of the ST computer magazines for a picture of a landscape - the picture I drew took only a few hours in Deluxe Paint, but would be impossible to create on the Arc simply because the packages that are available can't do simple things like dither fill in two colours, or use any sprite as a brush in any drawing tool, etc. Is this too much to ask?

> **Grant Navlor** Manchester

Preferences over art packages are quite personal, and tastes vary. There is a package on the Arc that can do dithered fills (ProArtisan) and there is a package that can use a sprite as a tool. (Revelation 2), but not one package that can do both, and do them well. Maybe with the launch of a low-cost Acorn machine, selling in high street shops (see page 19), we'll see people like Electronic Arts looking towards the Acorn market.

YOUR THOUGHTS

So what do you think about Archimedes graphics packages are they good enough? And will the new machines change your view of Acorn? How do you rate our reviews and feature articles?

Something on your mind, about Acorn, BAU or anything else? Then why not put fingers to keyboard, and send in your thoughts to Letters Page, BBC Acorn User, 101 Bayham Street, London, NW1 0AG. There's a £15 prize for the most stimulating or informative letter of the month.

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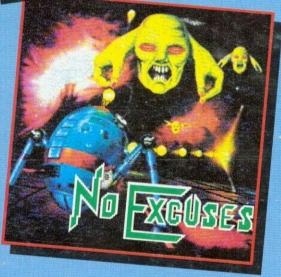
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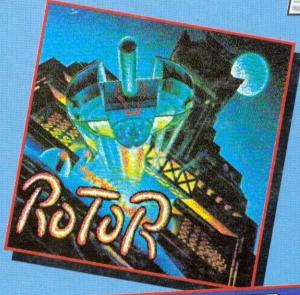
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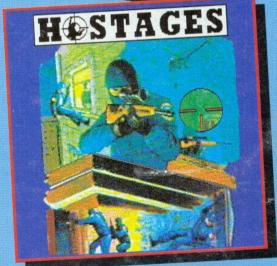
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